

The Five Star Stories[®]



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MAMORU NAGANO

The Five Star Stories®

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Written & Illustrated by
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Dedicated to Fatimas Everywhere



his is a tale of the god of light, Amaterasu, and his wife Lachesis, who emerged victorious from an era of wars that raged throughout four solar systems. It will also tell of the many bold and daring headdliners who battled courageously during those times, some victorious, some not, but always in the name of chivalry.

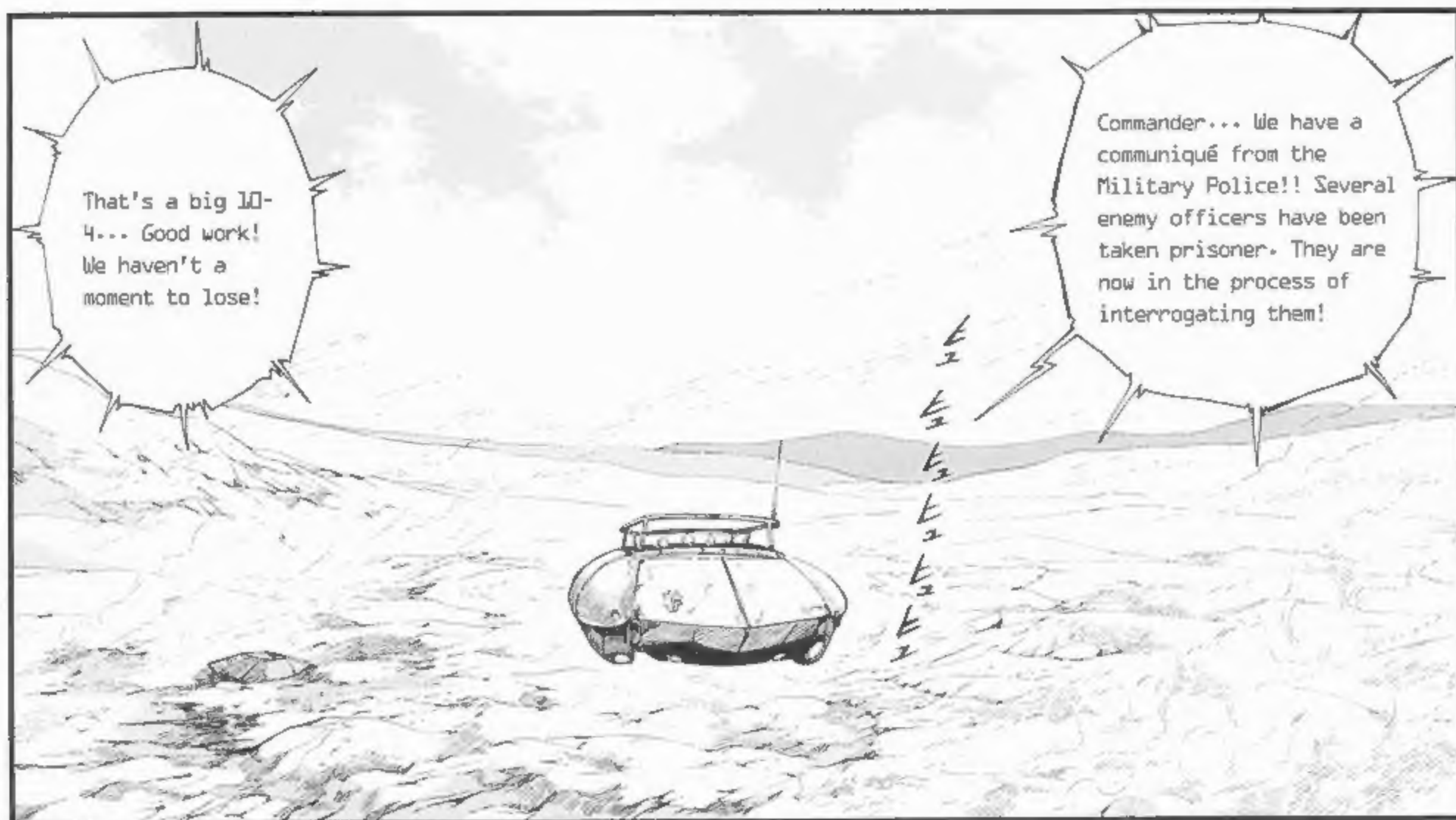
The Five Star Stories®

VIII-1



he ground war between the forces of Di-Barrow in search of the dragon nymph's "Water of Life" and the AKD in search of Suezhou's traveling companion, Ladios Sopp, continues with neither side knowing exactly why the other is in Kastenpo. The volume opens with the AKD capturing an enemy officer who informs them that Sopp and his pals are hiding out in a marshland just off the battlefield. The AKD decides to deploy its mortar headds to cut Barrow off from the marsh and wait for Aisha to pinpoint Sopp's exact location.

#4 Destiny's Three Fates: Atropos
BOTH 2992





Bringing a sexy lieutenant out here to sob over me... Don't know if I comin' or goin'...

Of all the underhanded... dirty tricks...

They escaped into the marshland... With us in pursuit... That's all I know...

We're after a dragon nymph... It's now with a female headliner and her fatima.

You're really something...

Huh?

Please remember... That I take total responsibility for what just happened here... Division Commander Colonel Charles Birmingham!!

Thank you for your cooperation, lieutenant!! We will release you safely outside of the war zone...

Report directly to Commander Lonn!! Get the lead out!! On the double, soldier!!

Order the 1st Division to enter the marshland!! Inform all other units!! Maintain your present positions!

Report this directly to headquarters!! Radio transmission is too risky! The Division Commander will be joining 5th Company!



Expecting heavy resistance! All Division troops are to be issued battle medication!

Move out! Assemble in the marsh!!



All tanks in operation! Rendezvous with the 1st Division! Head for the marsh!

Let's go!! We're moving out!!



What are they?

Here! Take these now!



What...?



Huh? Speak up!

It's... just... that... I think...



Shit... Now it's our turn to stall for time!



No! I'm staying here... with you! I've been given specific orders to that effect by my dirty old man of a boss!!

Not this time, Miss Space Force!! Get your butt back to the mother ship!!



But... but... I... aaah... you know...

You... stupid fool! Stop hangin' around! Scram, goddamit!



Yeah! I think I just
figured out the
reasoning behind
mobilizing Miss
Space Force.

To be young
again .

Aaaarrggghh!

カッ カッ カッ

Armored Infantry,
Commander!

!!

ファイファイ
キ.キ.キ.
シューウウ

We've struck gold!
They're commanding
officers! We'll
paralyze them and
kill the rest!

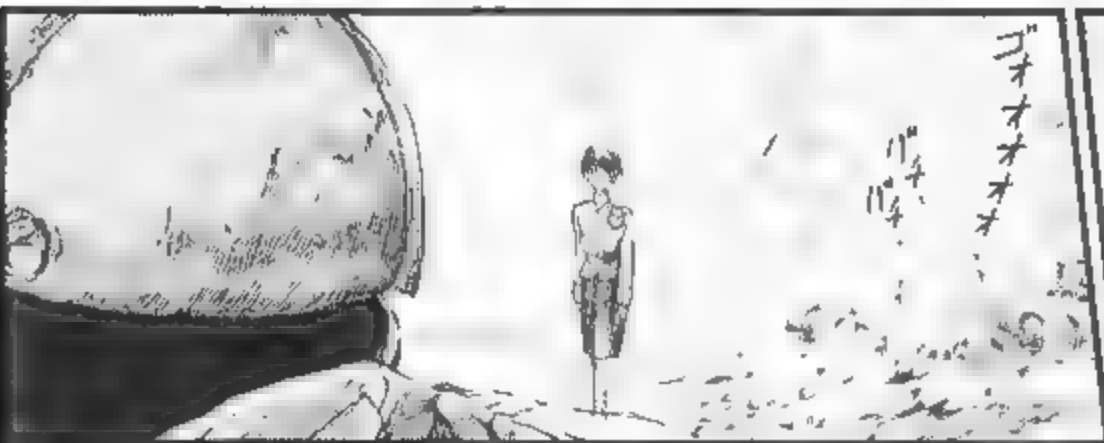
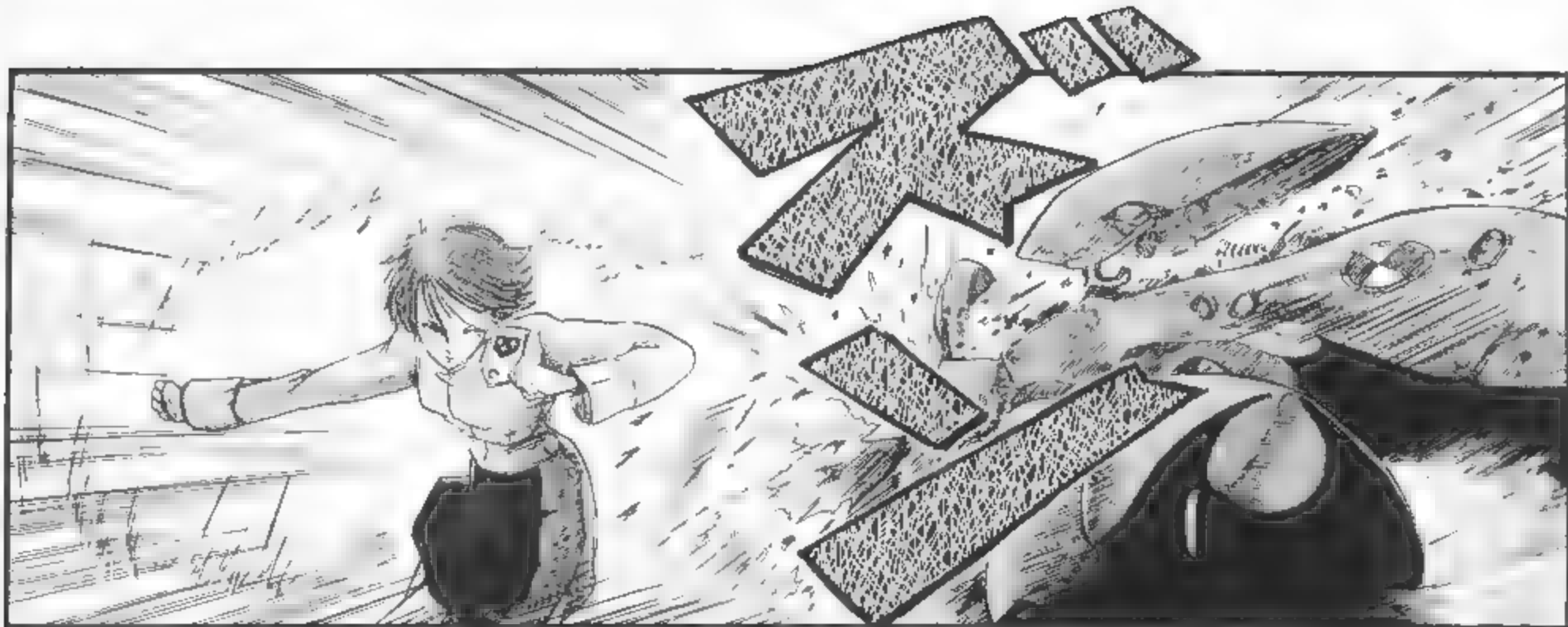
Make a
run for it,
Lieutenant

!!

Lt. Commander!

Ooof!

は

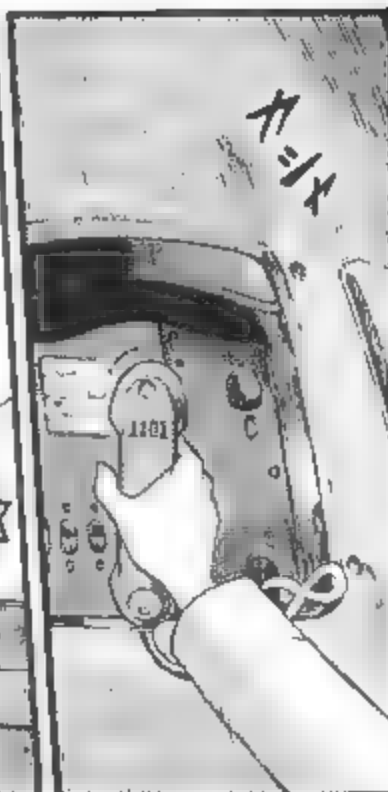




Zrrt...
Copy...!
We're on
the way...



This is the Division Commander's
vessel... We've come under fire...
The Division and Regiment
Commanders and the Chief of
Staff have been wounded...
Rescue mission requested...
The enemy has been routed...



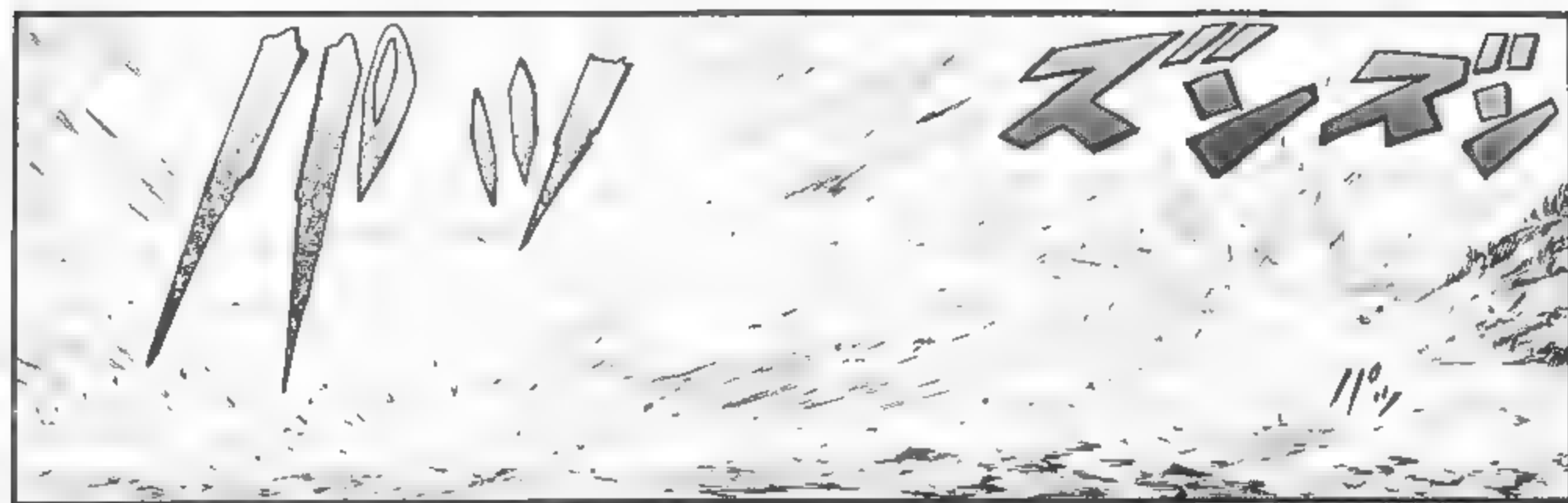
Looks like I'm the
one who's not
coming back alive.

It's time to say good
bye, Sir... Take care of
yourself... Sayonara.



Your sacrifices
will not go
unrewarded...

It's time for we
headdliners to
take over...



They'll be aiming
at us before long!!
What're your
orders, Sir!

ドドドーン ボーン

Damn! What's that?
Bombardment from Hell!!



The tanks can't advance, either!
We've got to ascertain the
enemy's artillery position...

バオオオオオオオオ

Commander!! It's 5th Company...
As soon as they approached the
marsh... they were bombarded...
like we expected!!



ドゴッ

ドク

ドク

ググググ

Retreat. We
gotta get outta
here .. fast!!

C'mon, Jute...
This way!! It's
no use!

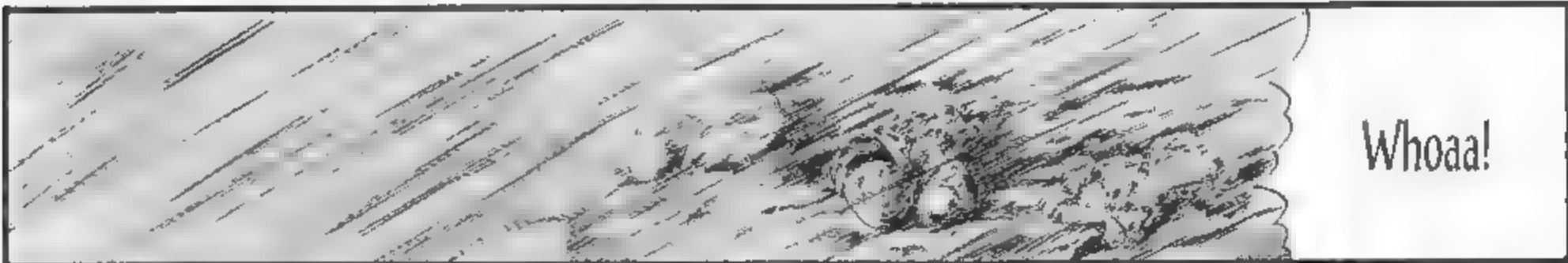


Sarge!!

キイイイイイ

Sniff!! We're gonna
take a direct hit!!





Whoaa!



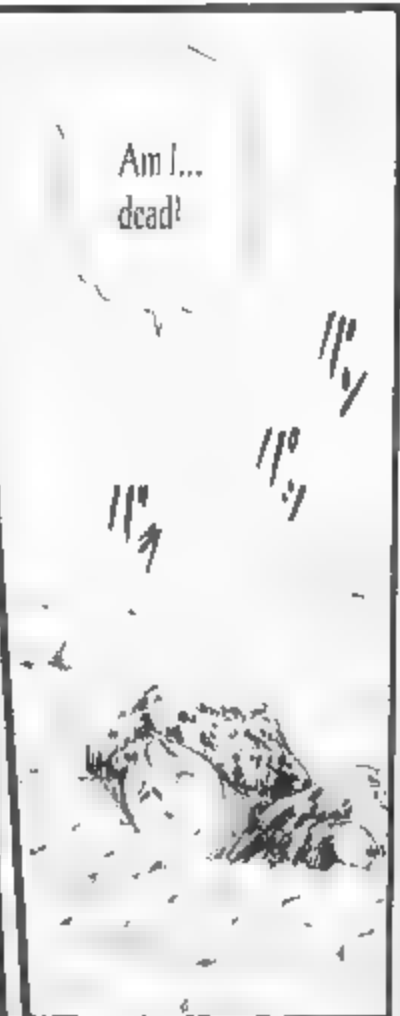
ゴオオオオオオオオオオオ ン



I'm sure... that
was a direct hit...
What the...?



We're...
still alive?

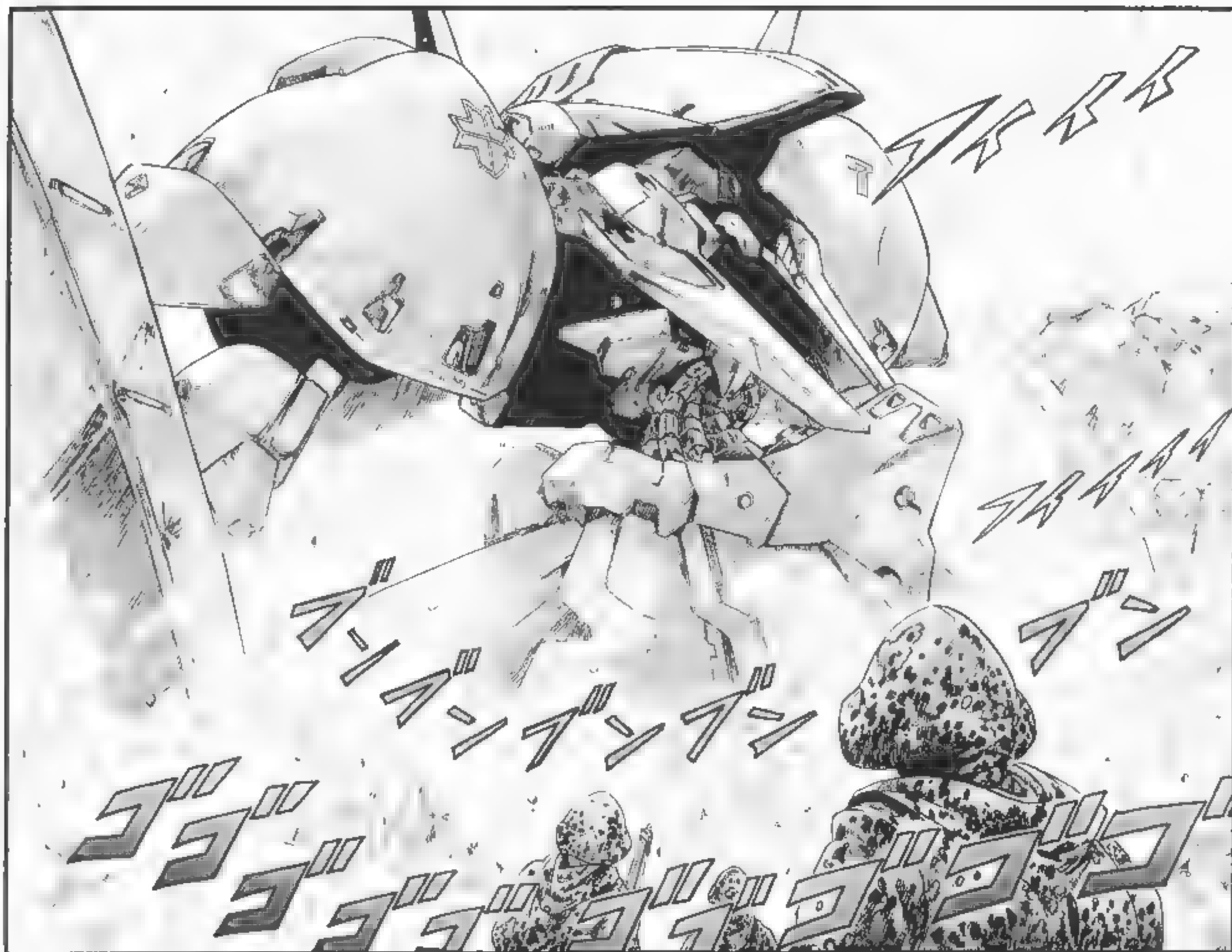


Am I...
dead?



アアアアアアアア

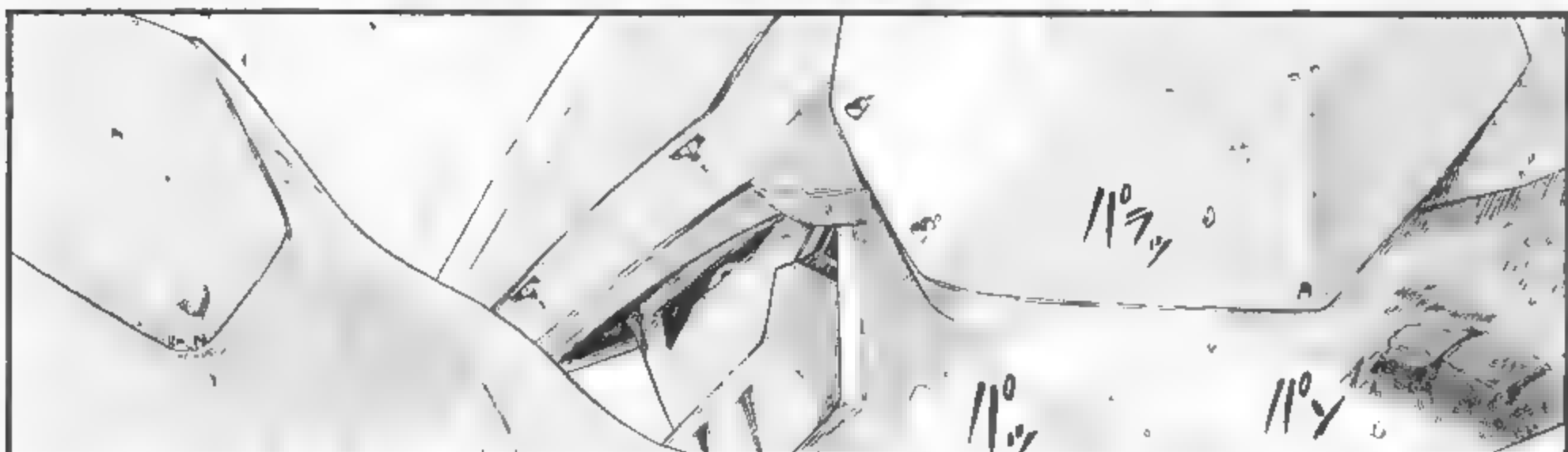
VoVoVoVoVoVoVoVoVoVo



Wow!! It blocked
the artillery fire!!



...A... mo...
mortar... headd!!!



MH's in the field!!
All battle units are to
fall back!! Evacuate
the MH battle zone!!

The AKD's
deployed its MHs!!

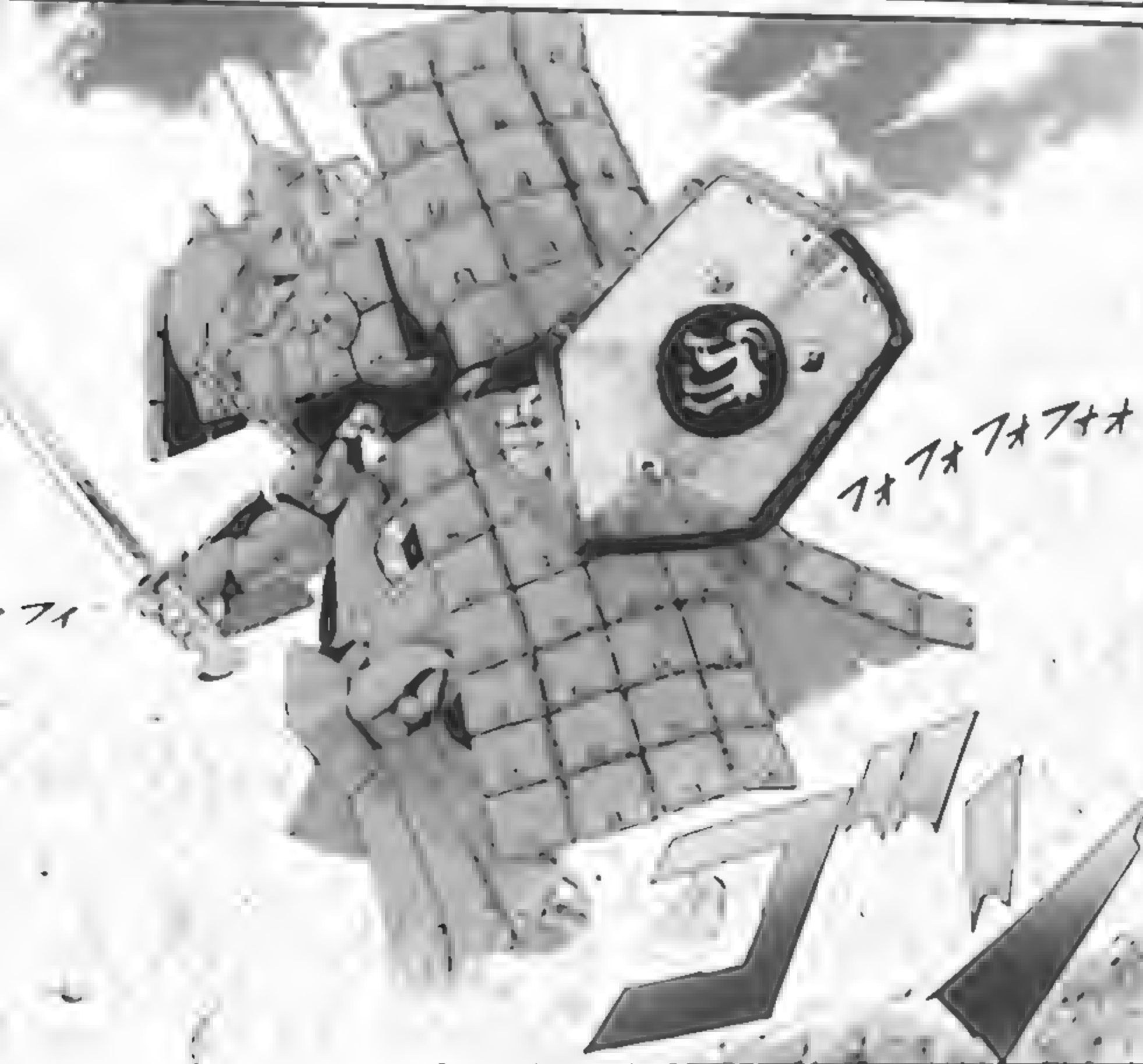
Maessen! Get
your ass in
gear! We're on!!



Love, oh,
Oh, endless
love...



and back up the General,
will ya? I'm going to give
König a hand!!

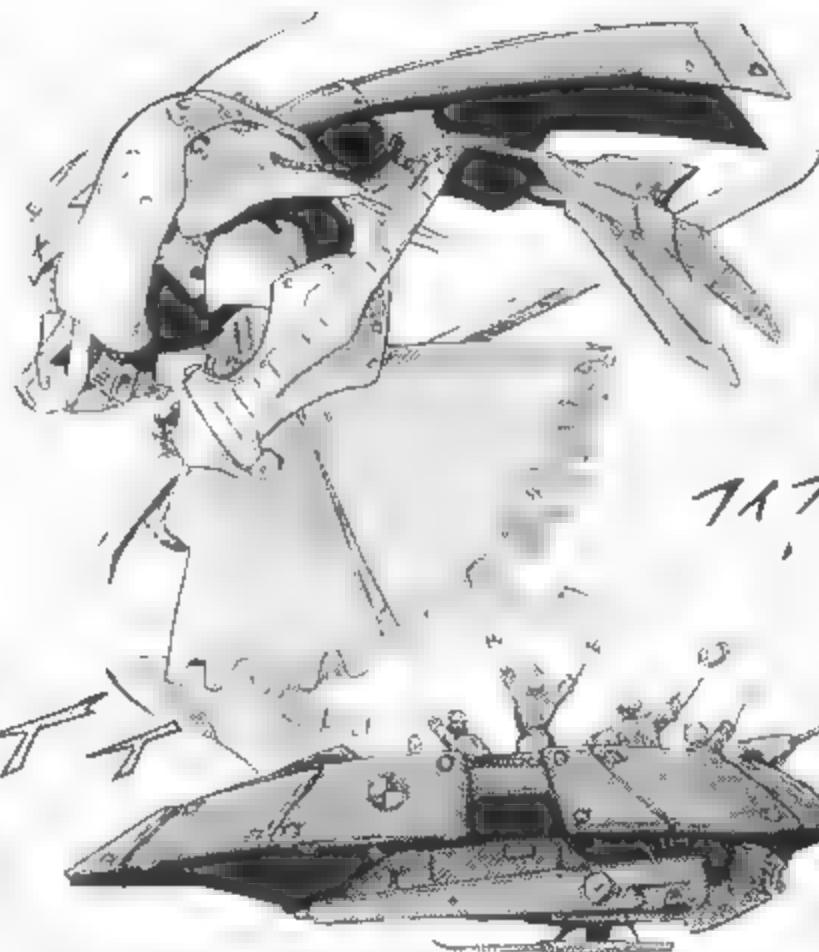


Give'em hell!
We're all
behind you!

フオ フオ フオ フオ フオ

Go get 'em,
Sir Knight!!

Don't worry about
that! We're gonna
kick enough ass
for everybody!!



タタタ

フオ フオ フオ フオ フオ



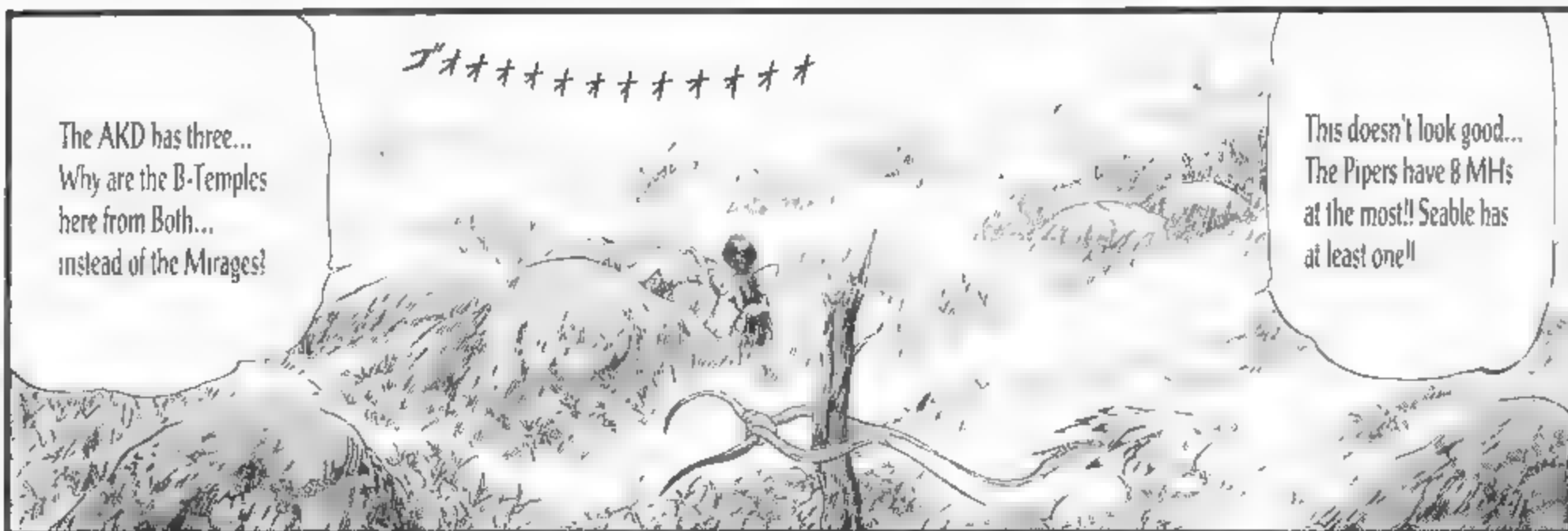
A Vai-O-La and Blue
Armor!! Where d they
come from!

The Pied Pipers!



Who's in the
second machine...
Bit Maessen?
...Jog Kerscher!...

We're in for it now...
super-ace Ian König...
fourteen kills...



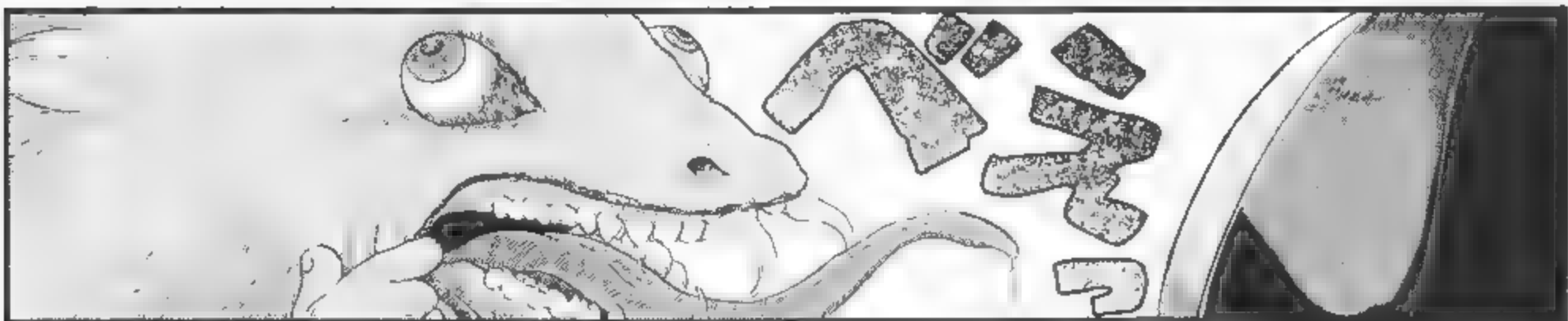
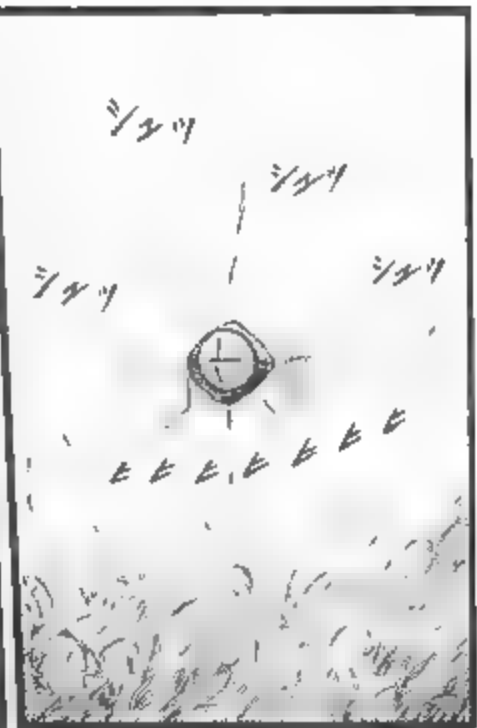
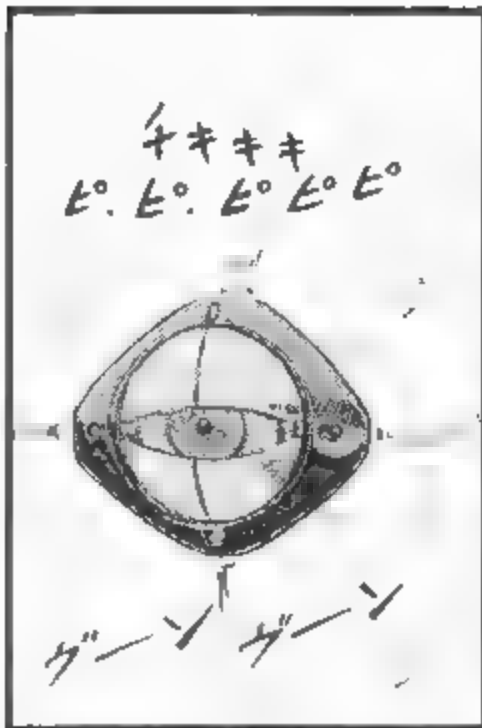
The AKD has three...
Why are the B-Temples
here from Both...
instead of the Mirages?

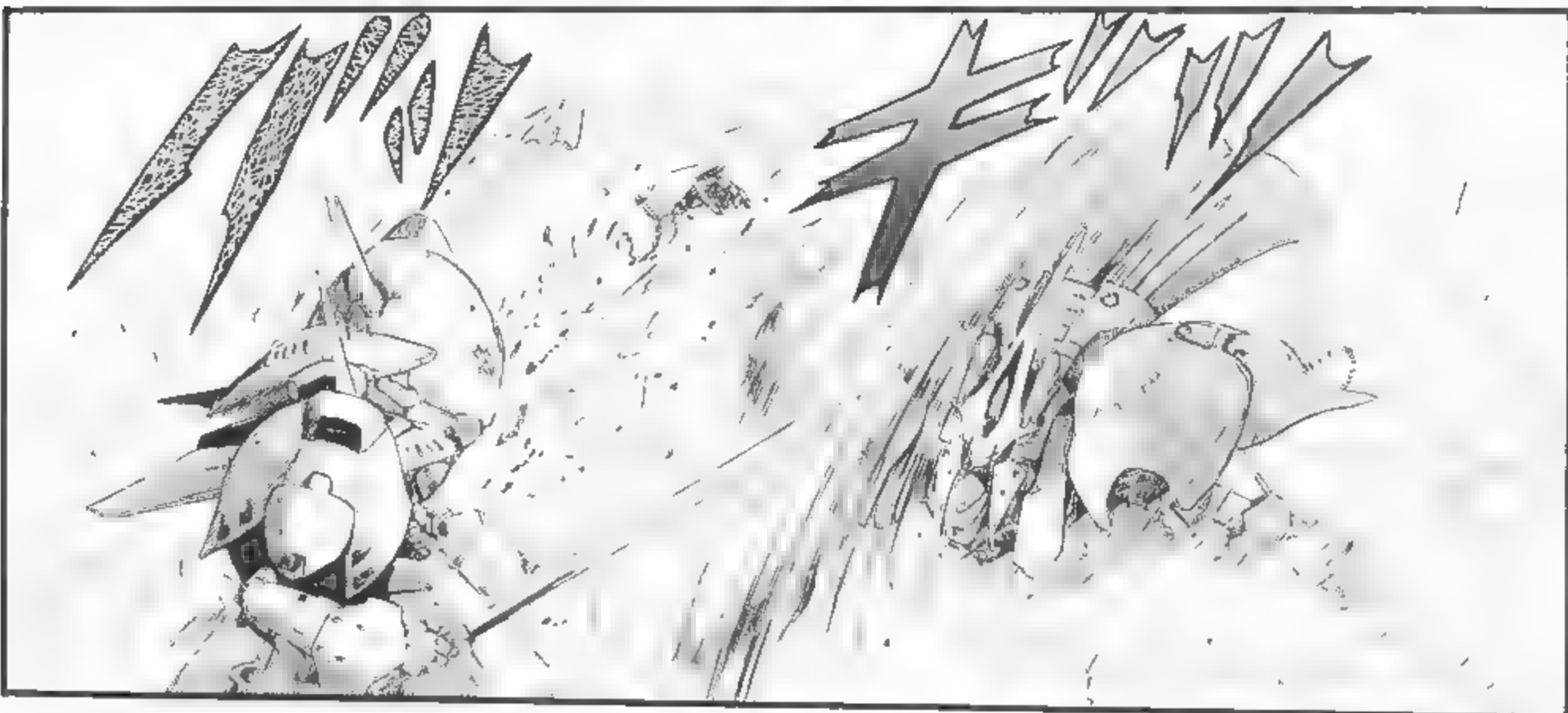
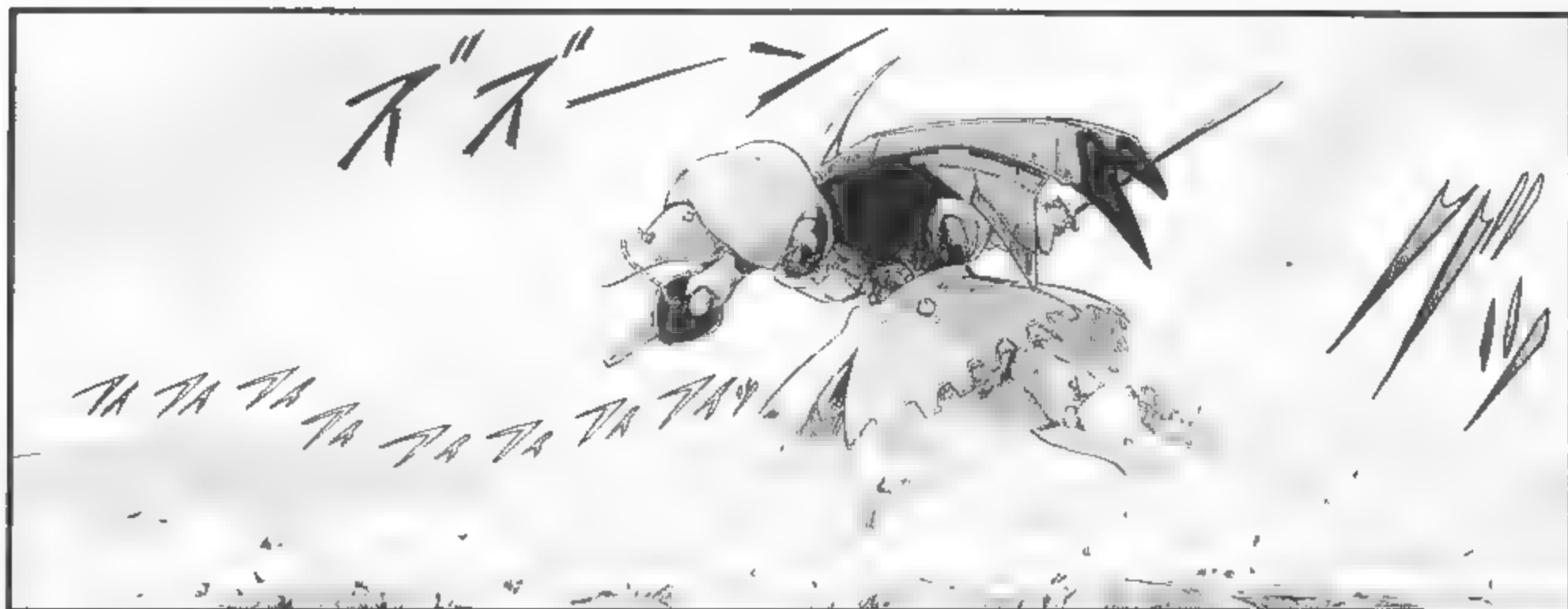
This doesn't look good...
The Pipers have 8 MHs
at the most!! Seable has
at least one!!



Something...
must have...
happened at the
Palace... to the
MHs.









You're joking!!
Even with only
one arm... that
guy can...



If only you guys woulda come
out earlier... All those troops
wouldn't have had to die in
vain like that!!

Want some more, eh!
No more foolin' around!!

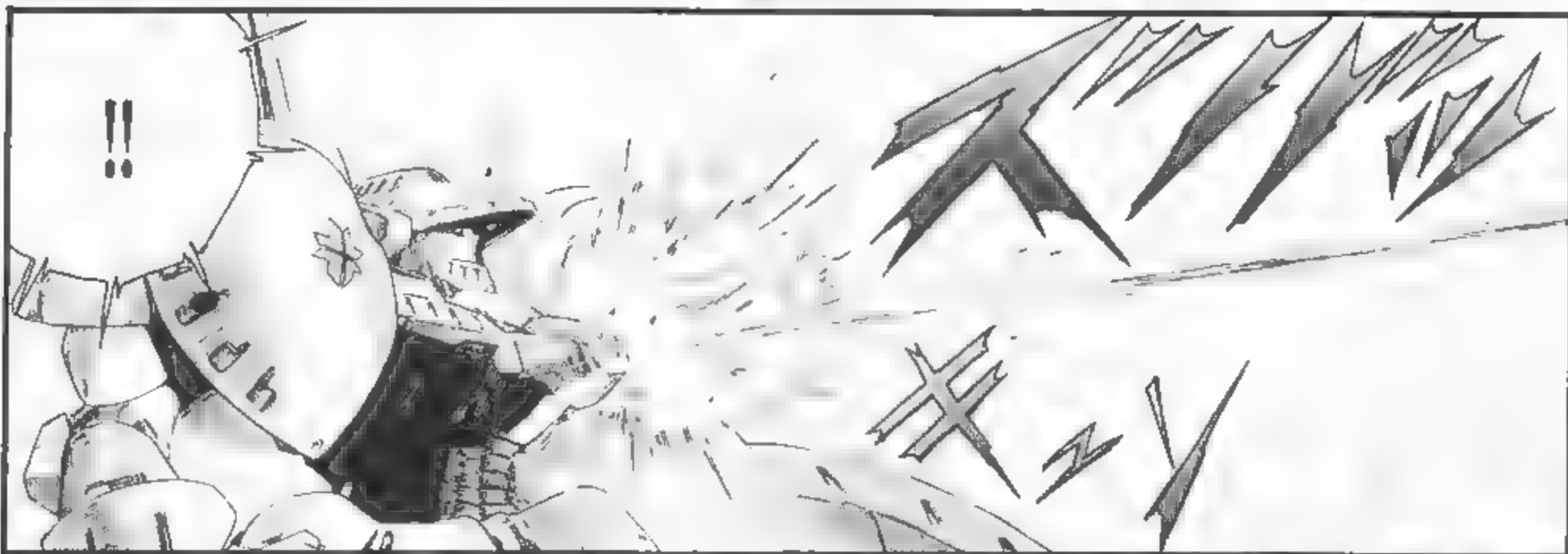


...have total
charge of the
battlefield?!

Who do you think
you are, buster?
Don't you know
that...
Headdliners...



Panhead!!



グォ グォ グォ グォ グォ

Back off,
AKD!! You're
not goin' one
step further!!

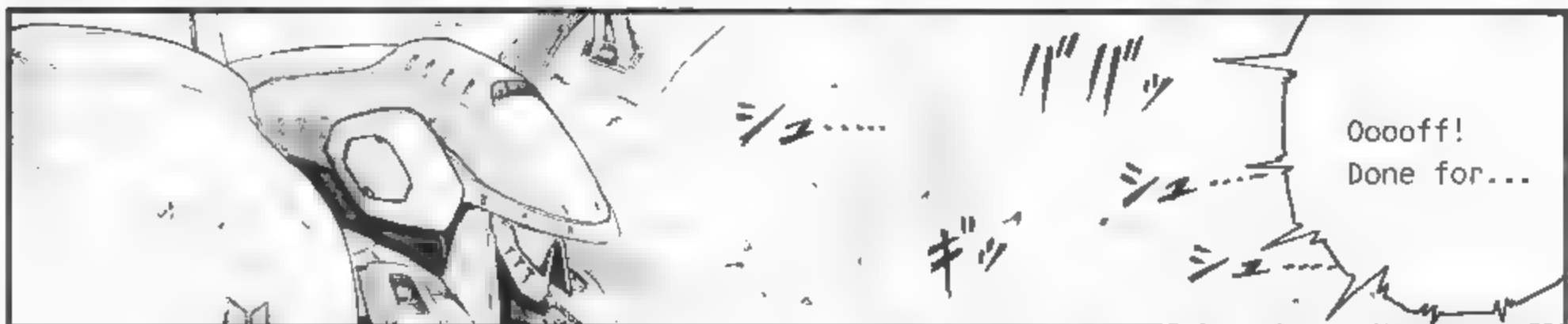
Oooff!

Turn tail and run?
In front of my
Emperor?

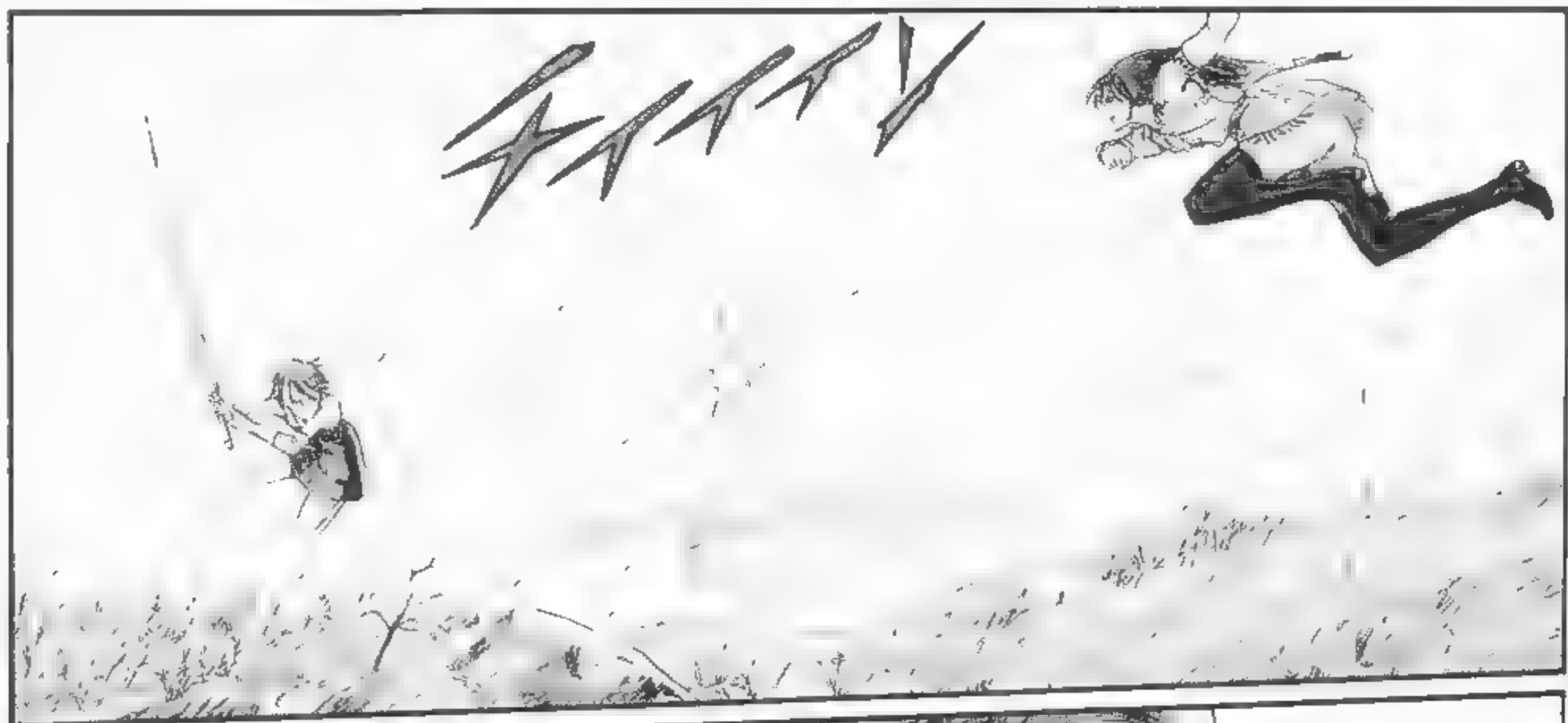
What... what
are you babblin'
about!! You fool!



Shit!! The Meteor!!



Ooooff!
Done for...

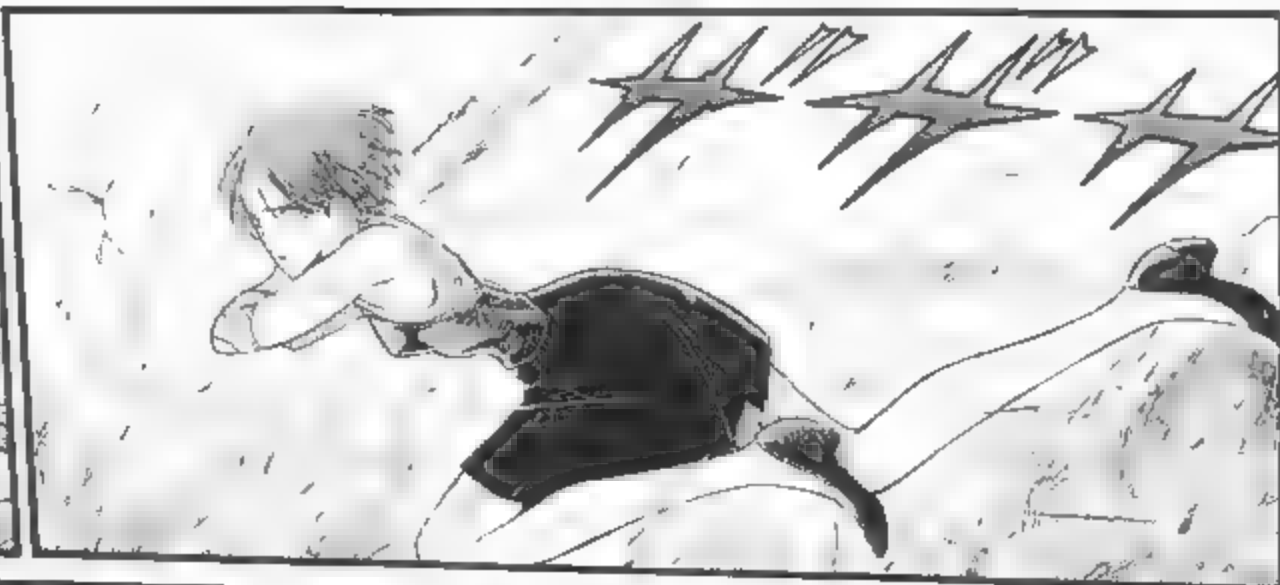


A spaad... Might've already
reported my position...



Anybody who can spot me...
A ninja! . .Done some
serious training, though...

I might have known
They've got a tracker
out on H's Majesty's
trail! Please.. see my
spaad... Your Majesty



++ ++ ++ ++ ++ ++



Who is this guy?
He s... got the
edge... But that s...
the way 'l goes...



How could he fend
off the fastest sword
on Baron like that?
Without even
drawing his own...

Tha... that look..





That's what I've
been searching for...



It's... on fire...
blazing...



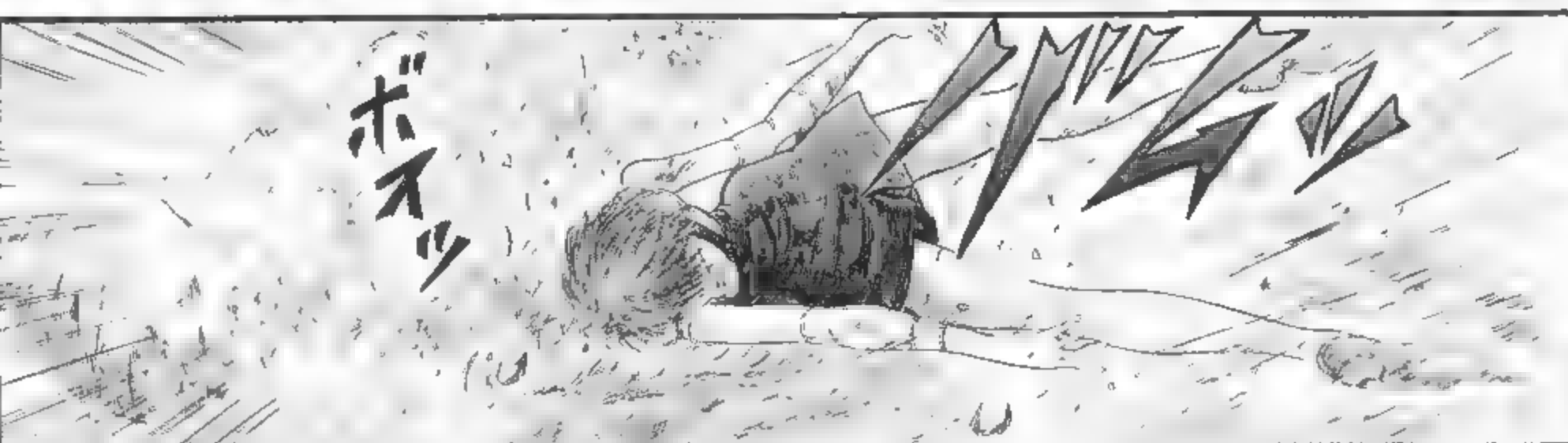
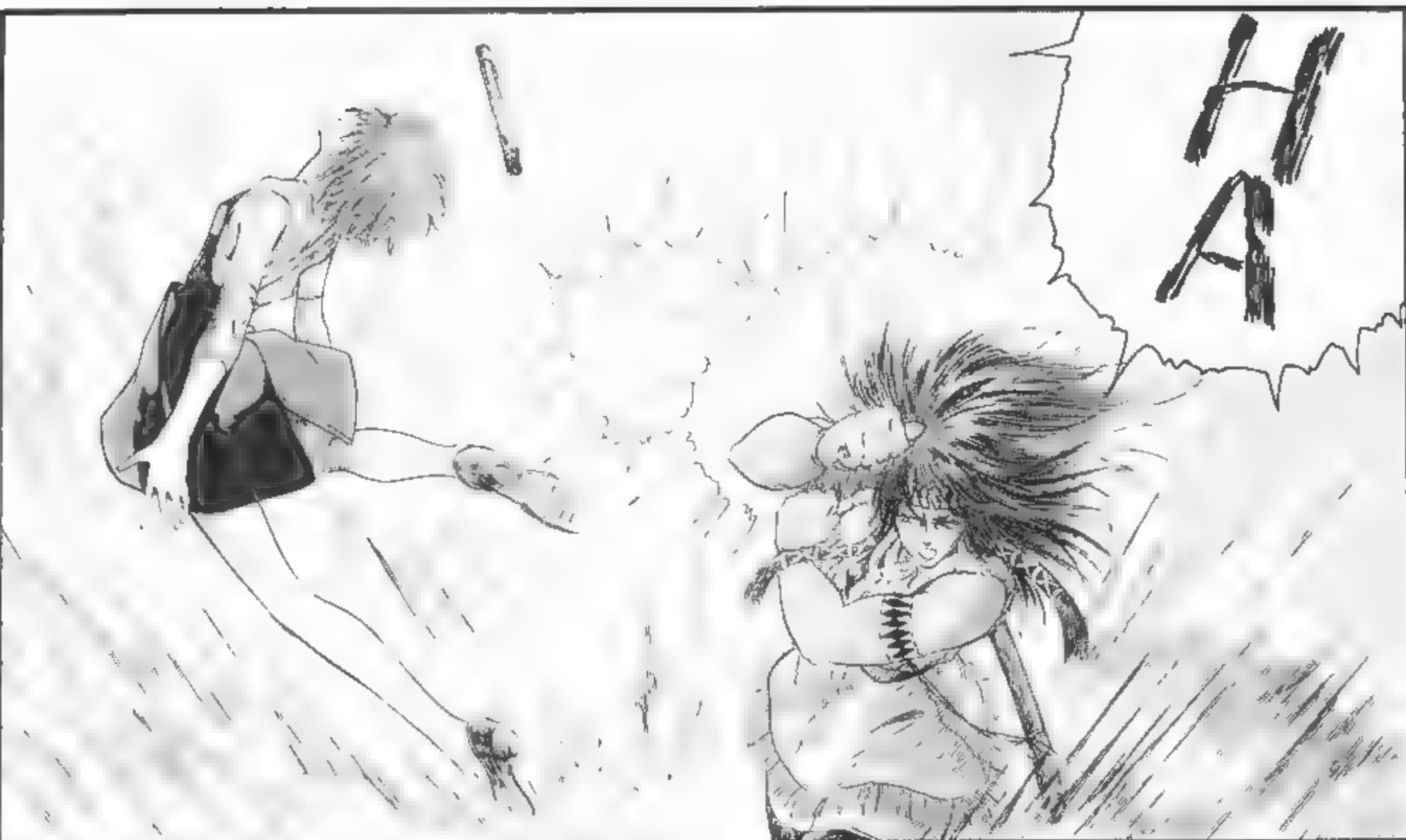
Aaaaaaieeeeee!

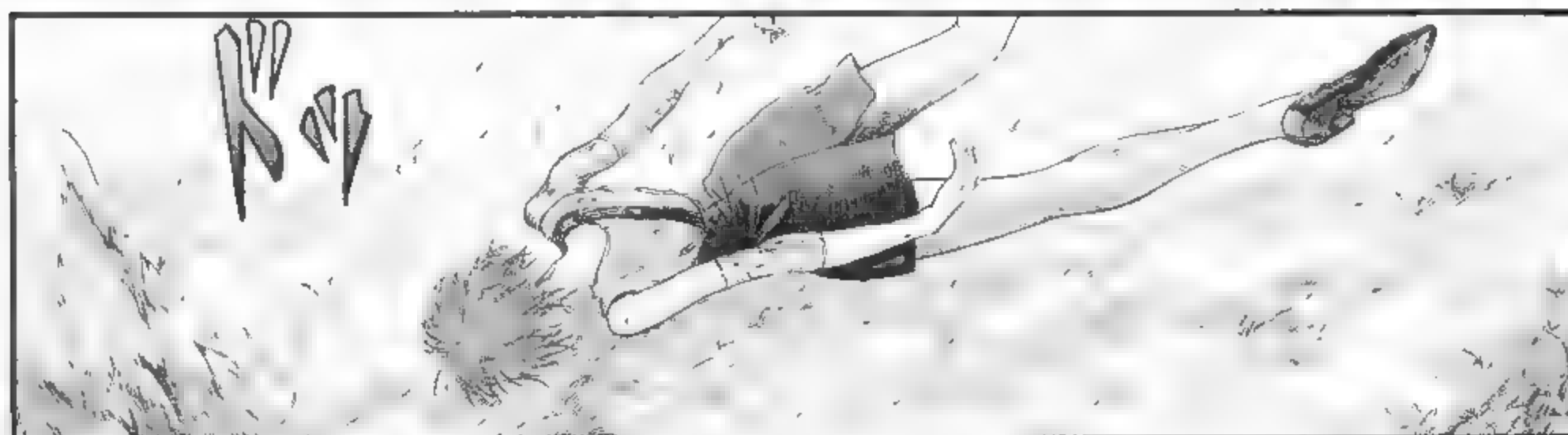


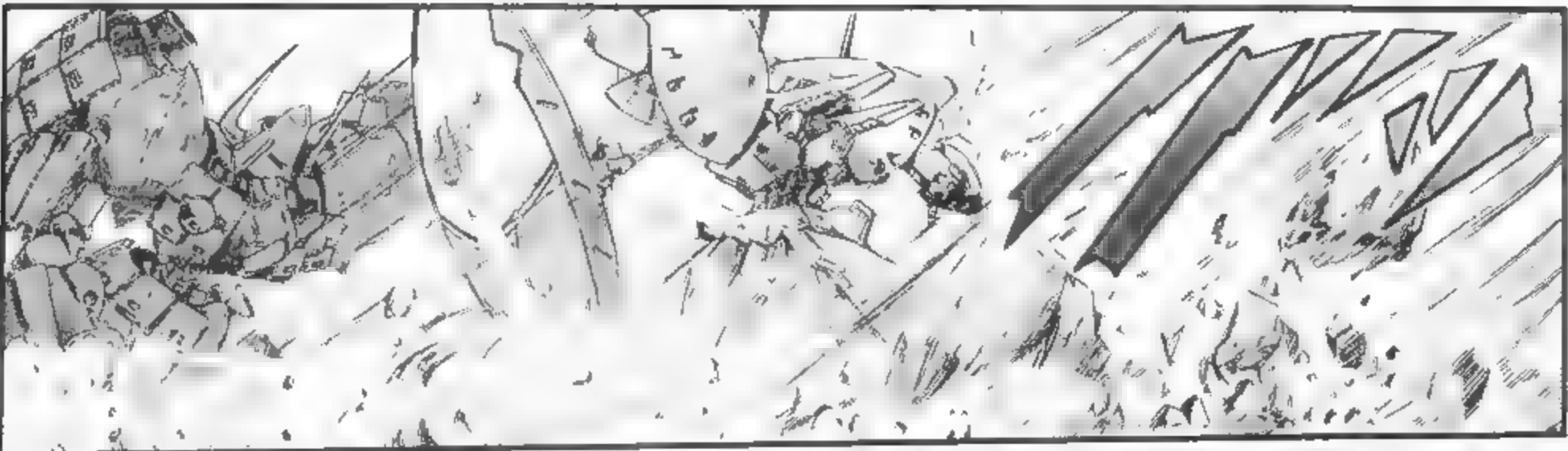
My own morbid...
dead-dog gaze...
All the opponents
I've faced so far...



...All stray dogs...
on the loose...
starving...

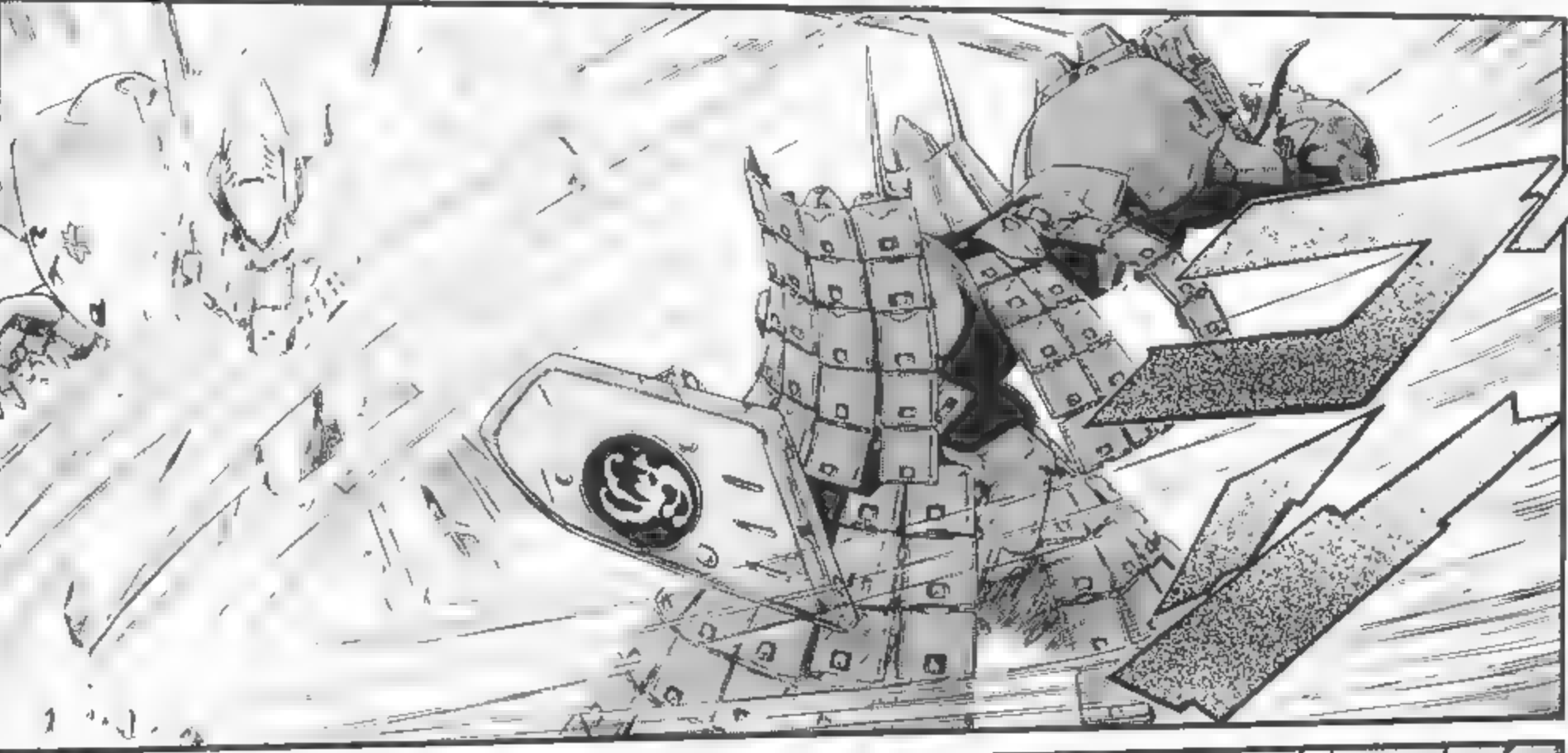




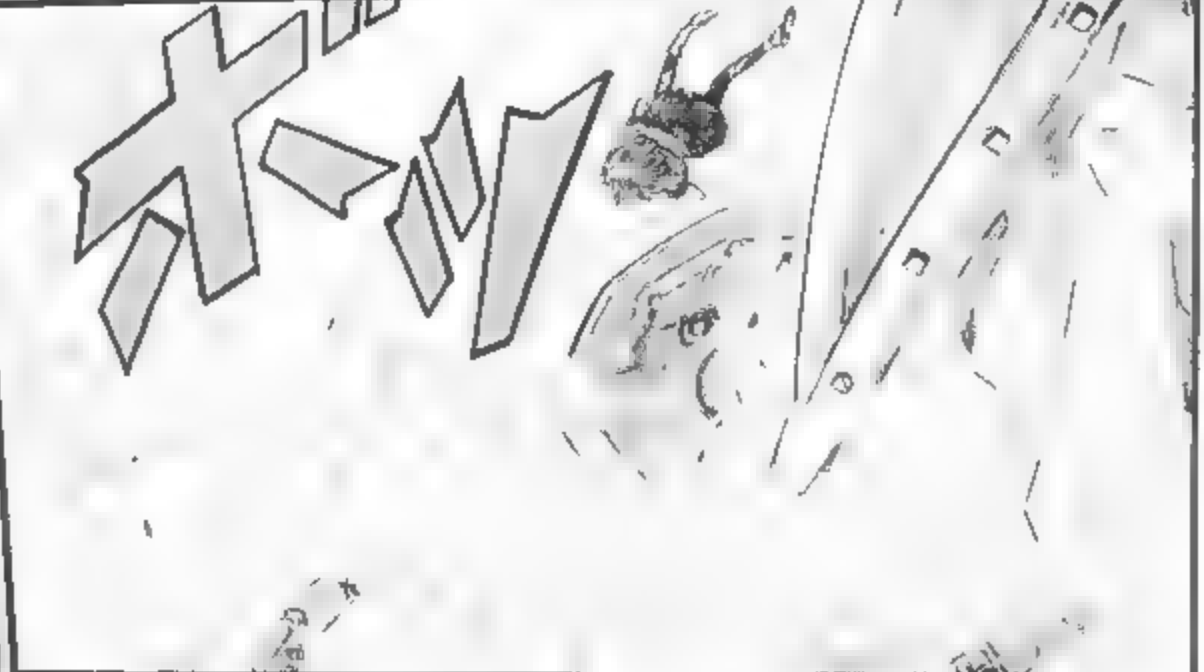


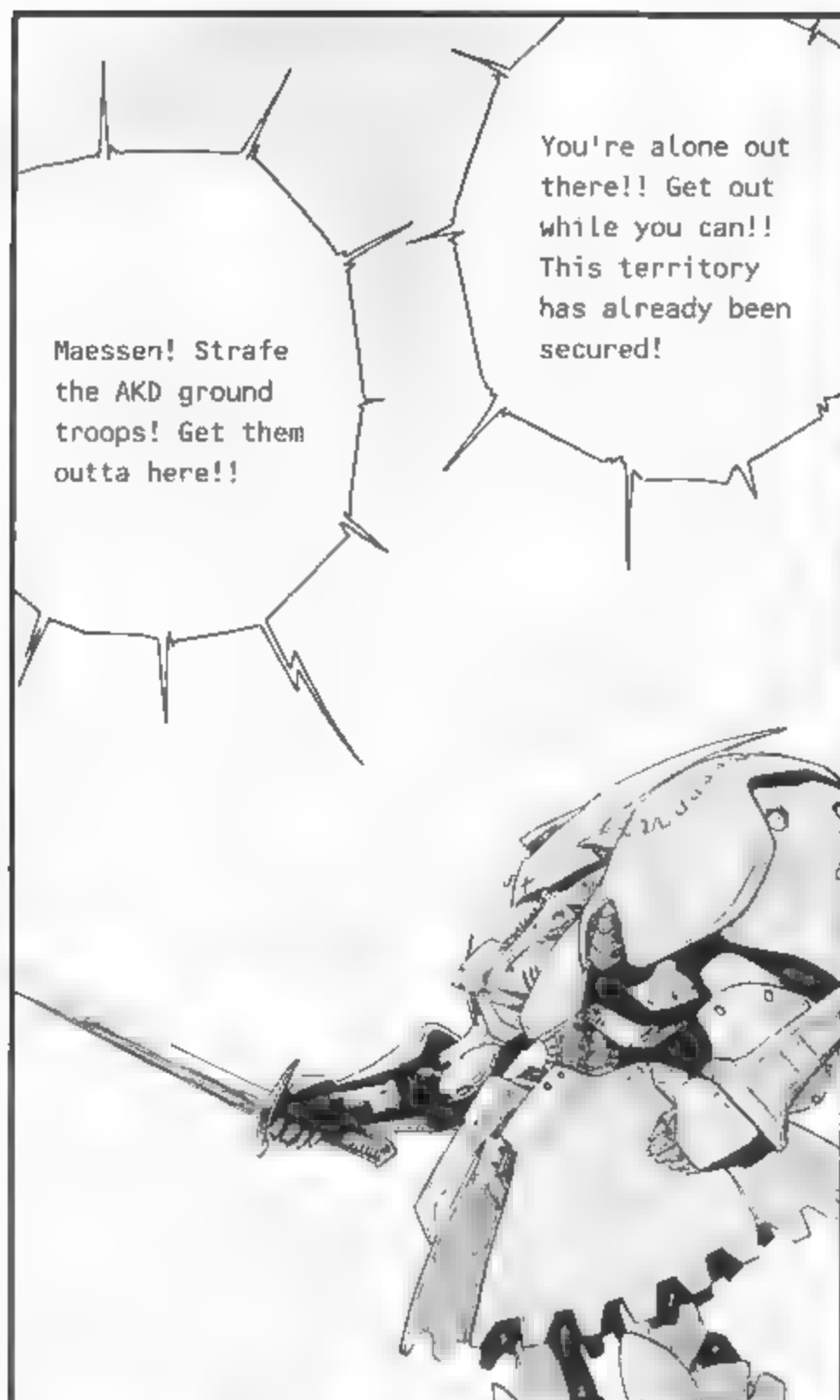
We're going on!
Fix it somehow!

Master We have
a burst leg piston!



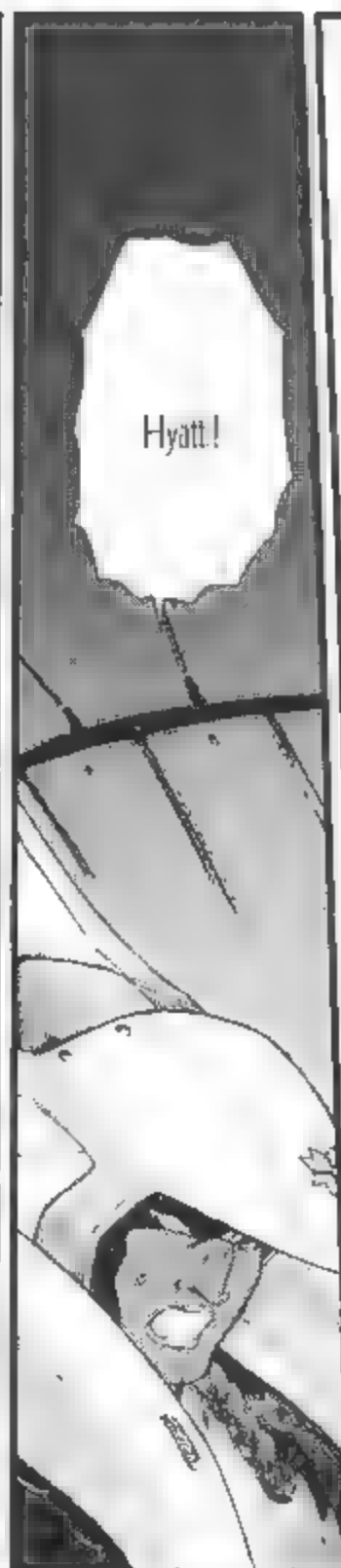
König!! There's
one more!





Maessen! Strafe
the AKD ground
troops! Get them
outta here!!

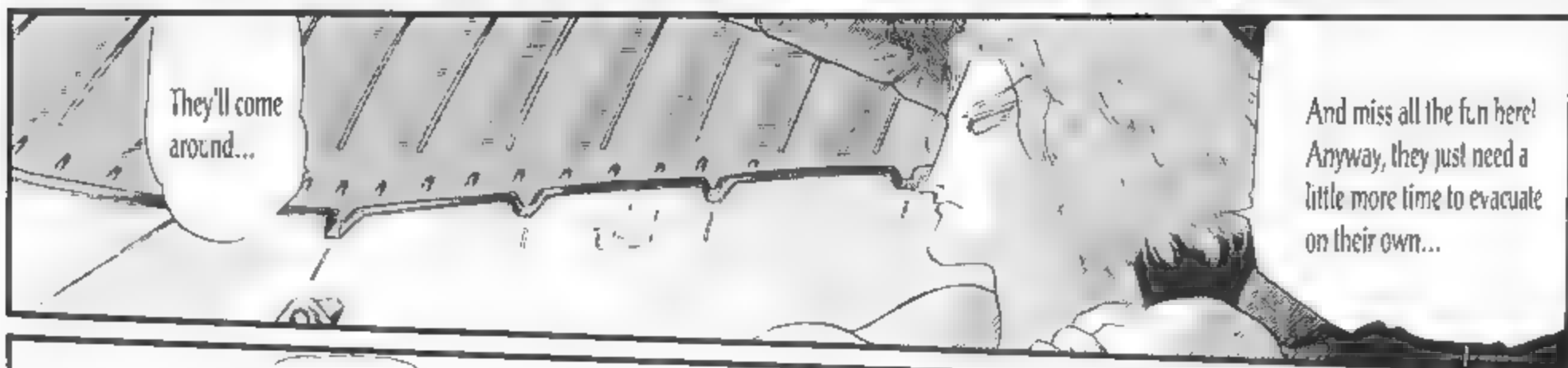
You're alone out
there!! Get out
while you can!!
This territory
has already been
secured!



Hyatt!



ガッ



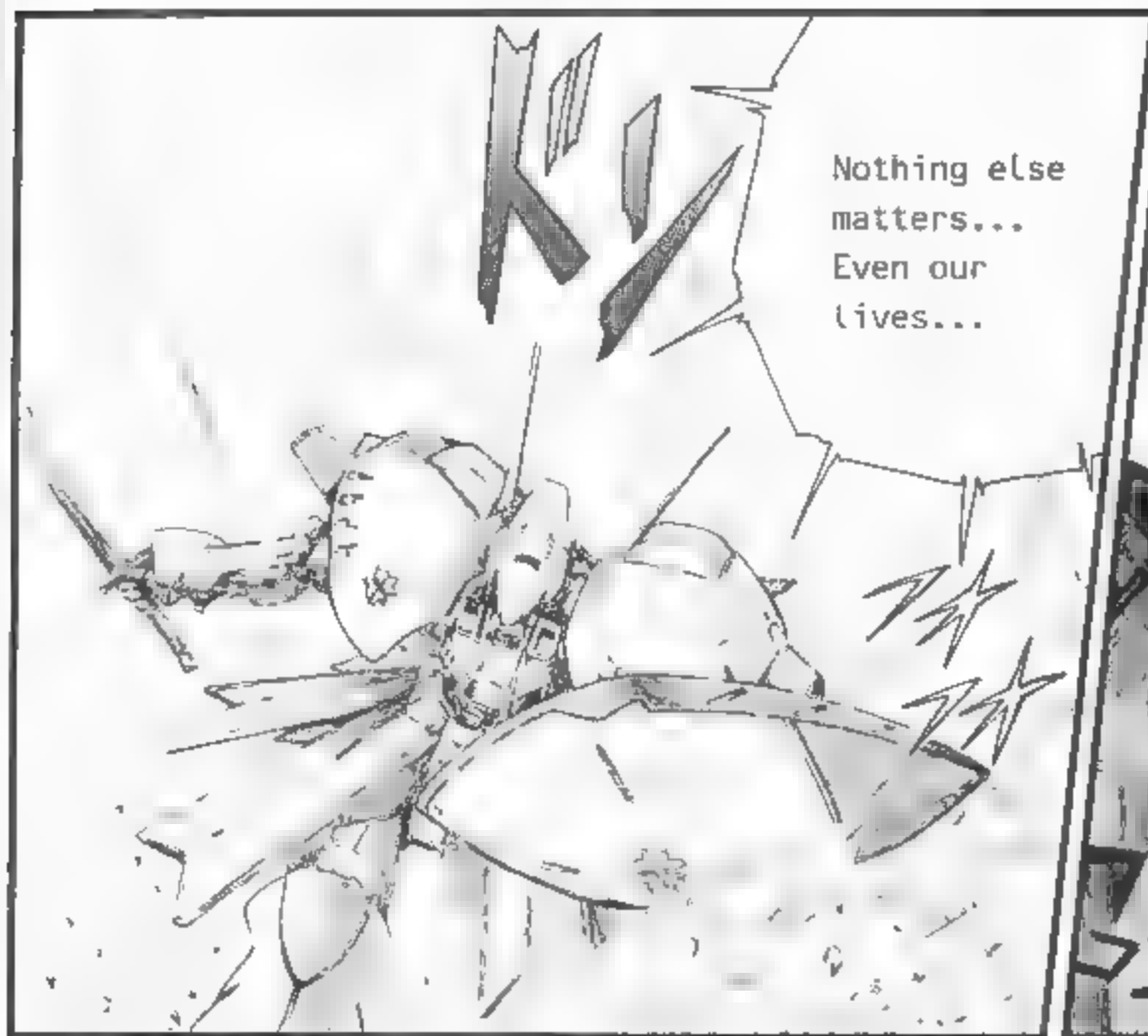
They'll come
around...

And miss all the fun here!
Anyway, they just need a
little more time to evacuate
on their own...

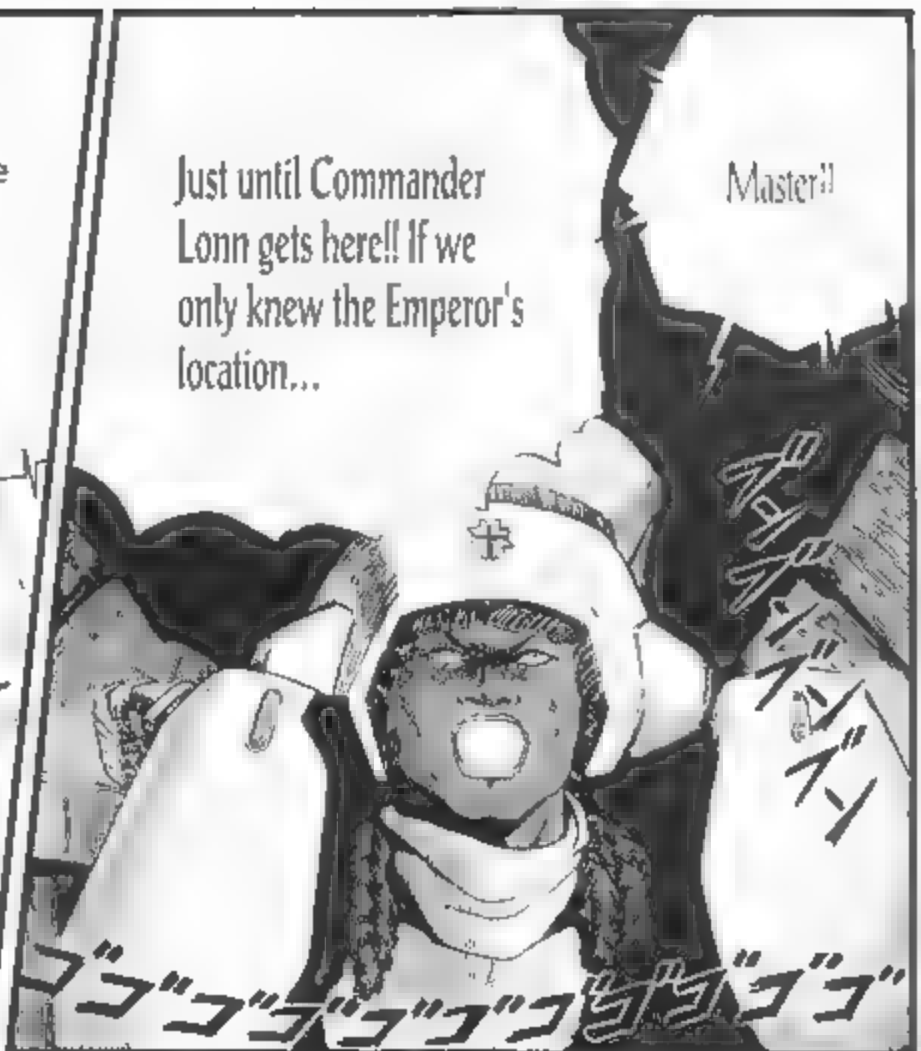


Wha... what
am I doin'
here -!

ゴオオオオオオオオ

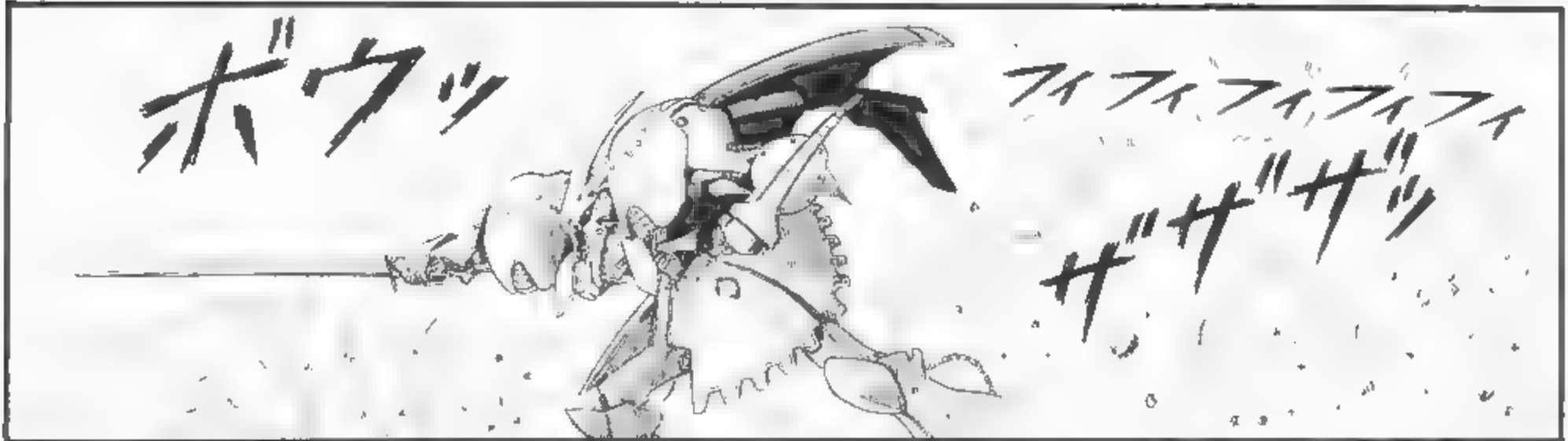


Nothing else
matters...
Even our
lives...



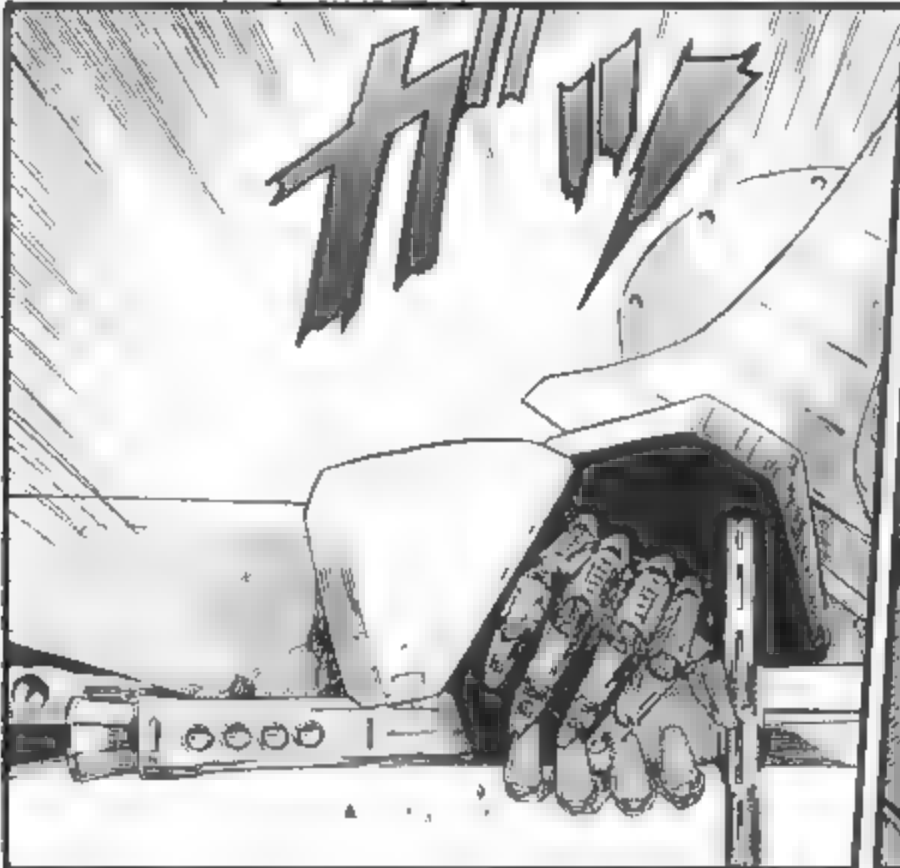
Just until Commander
Lonn gets here!! If we
only knew the Emperor's
location...

Master!!



ボウッ

ファイファイファイファイ
ザザザザ

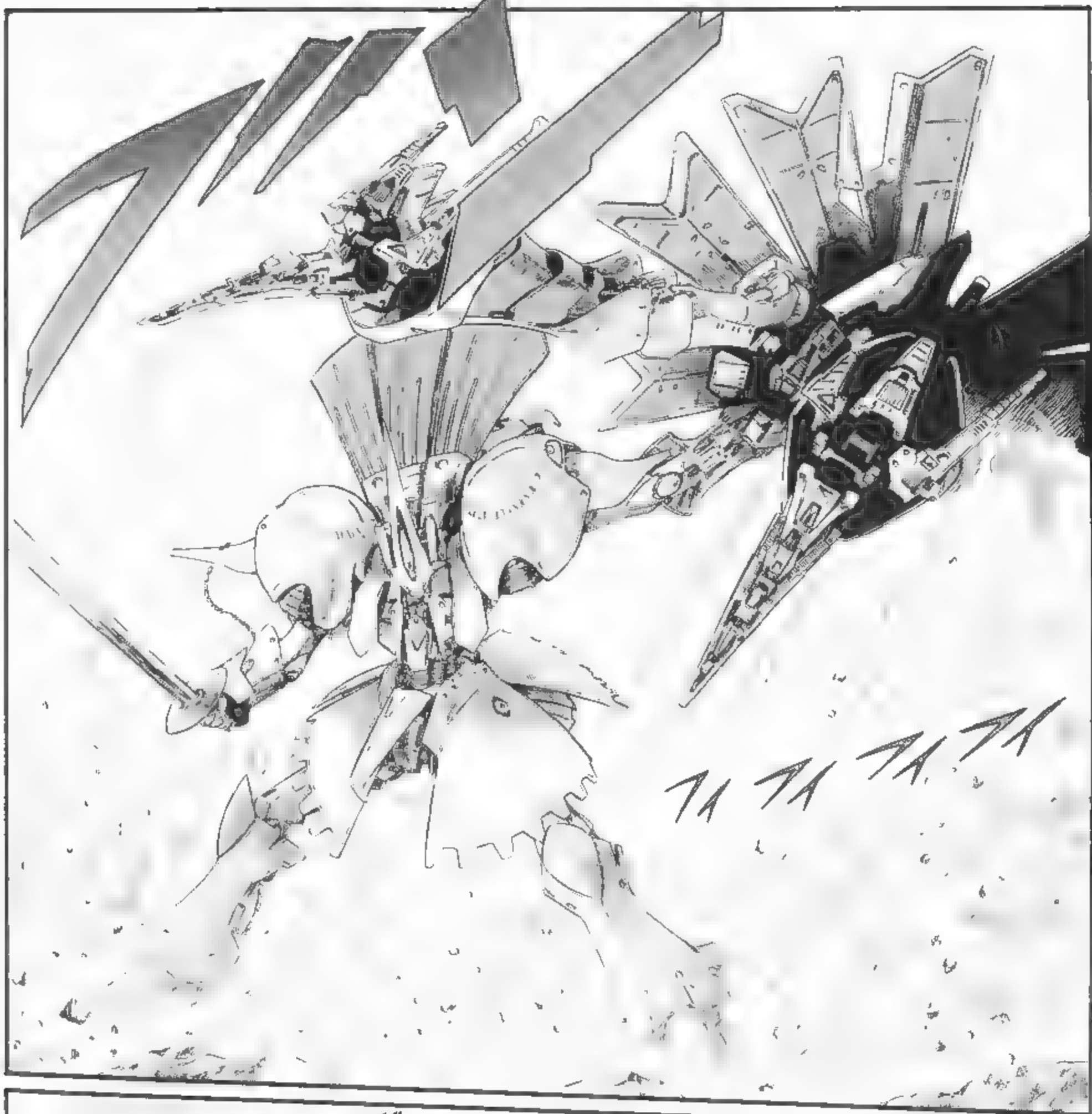


カッ



Rrrrrrr!!



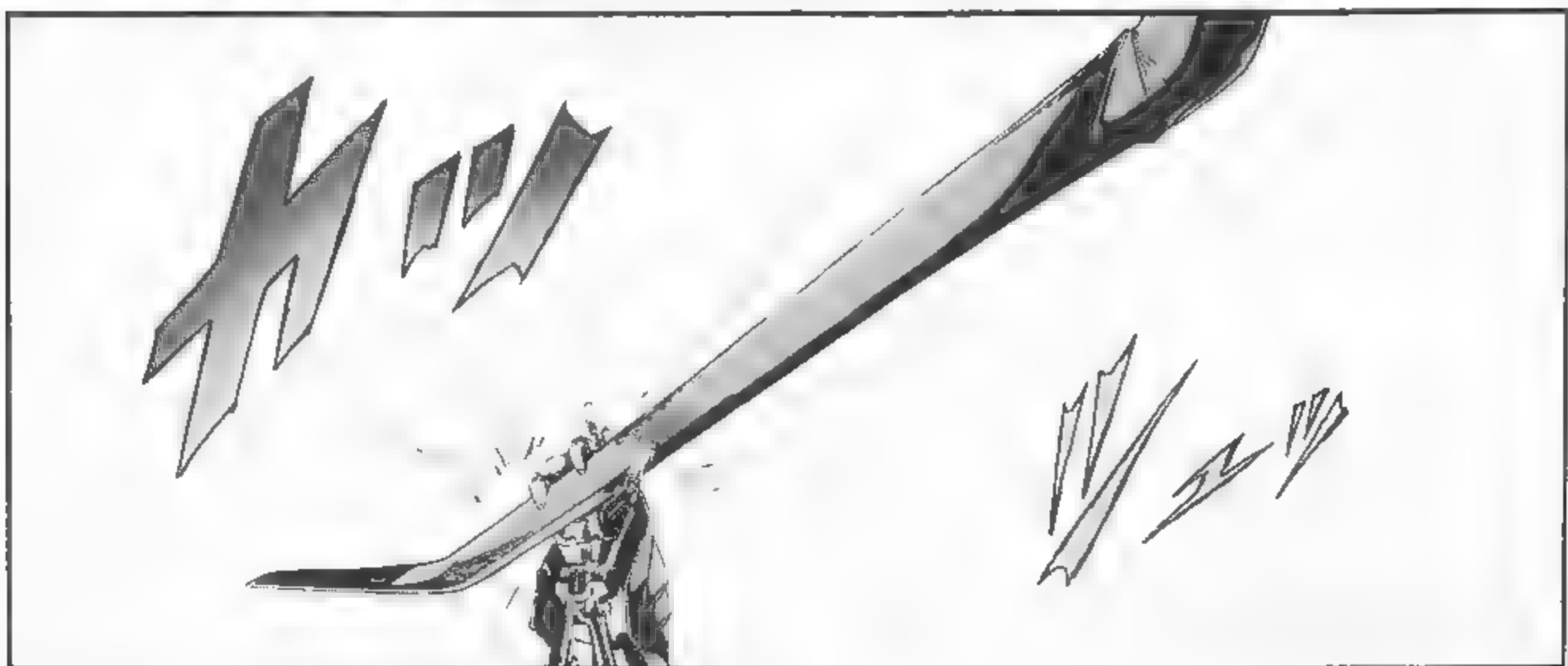
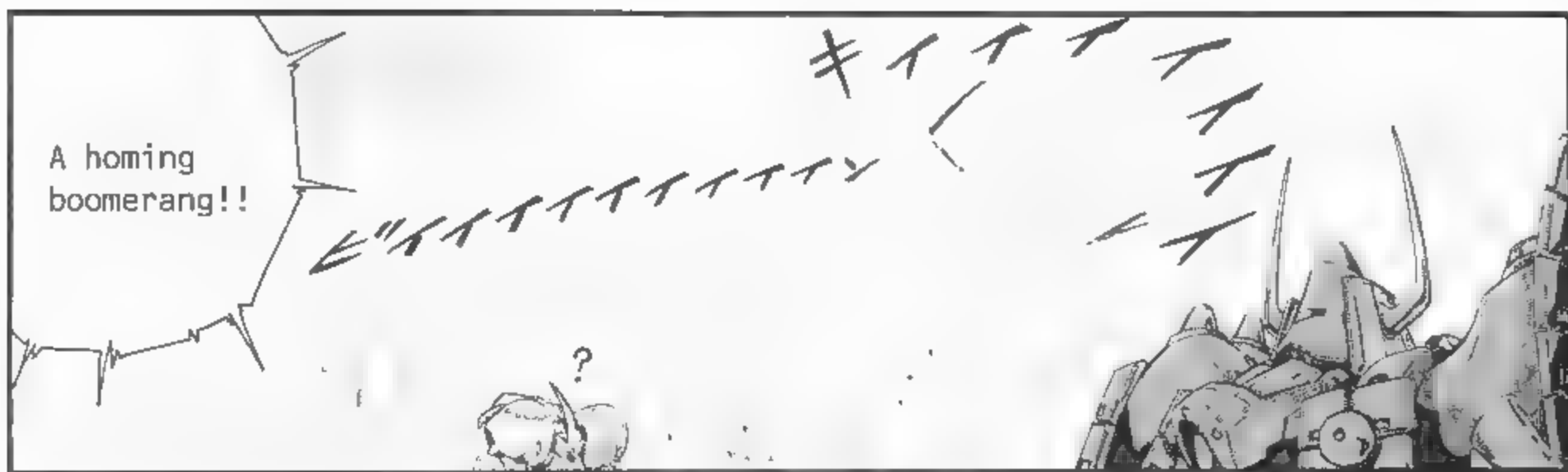


カカカカカカ

You had your
chance!! How
can you throw
your life away
like this?

König!!
Behind you!!

!!







What do you take me for? I know
you can search for vermillion all over
the Galaxy. . You're only gonna
find 1 in one place the Mirages
Verdant! .. royalty. Pink. .?

Commander!
Vermilion... that
could only be...

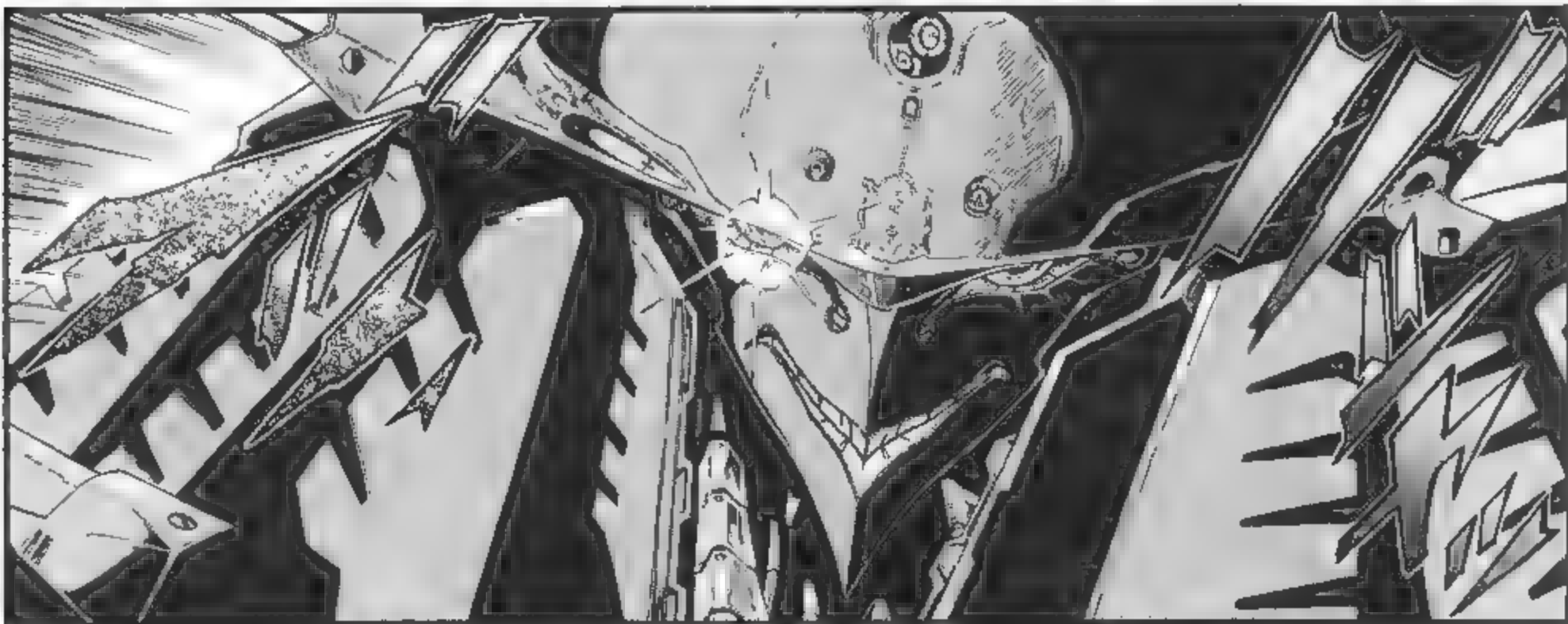
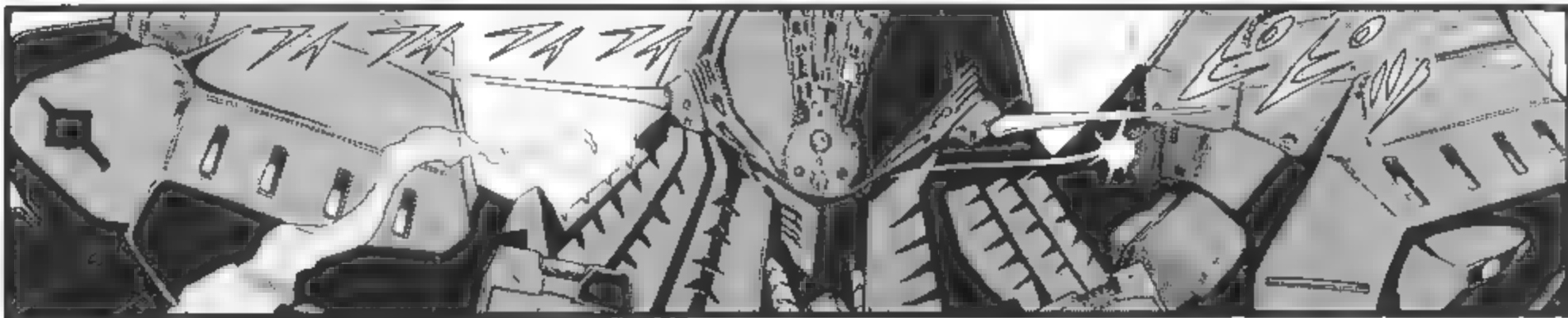
Let's get it
decoded, on
the double!
Who are they?

It's Marshal...
Aisha Codante!!

Getting right on it,
sir... Database...
identifies them
as... probably
friendly, sir!!

Concentrate on
the Ground Seeker
monitors... find
Him! That's an
order!!

Allecto!





N... no...
no way. .

Allecto!
What's goin'
on up there?

?



Don't tell me... we've
got another gliche...
in this baby...

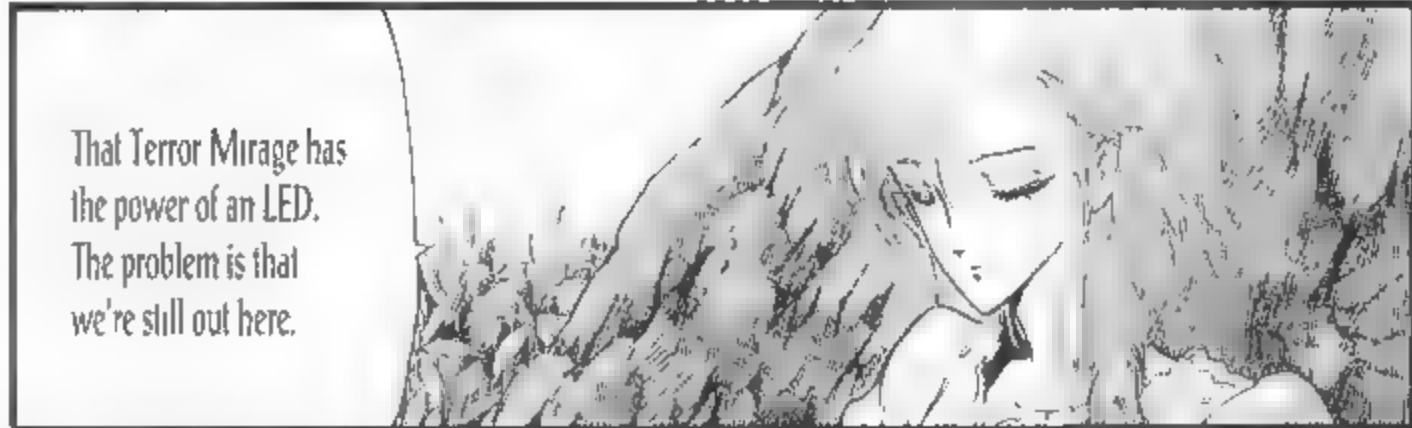


No no way.

Was he
looking
at me?



Is Aisha going to
be all right out
there? It's 2 to 1..

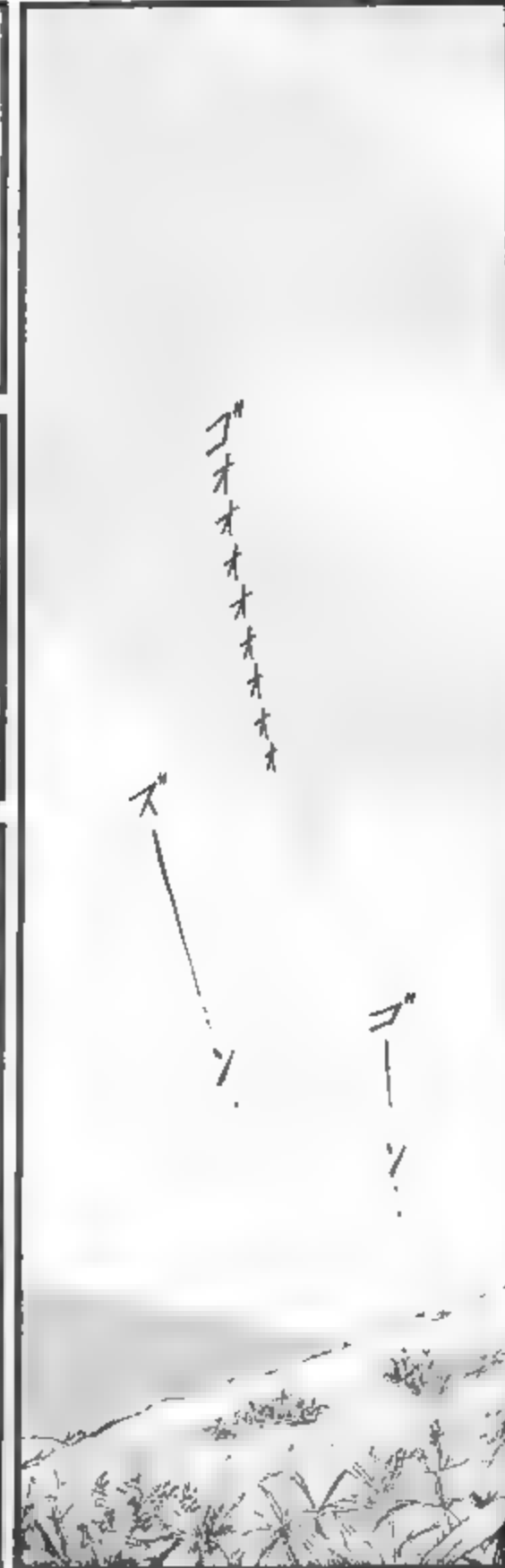


That Terror Mirage has
the power of an LED.
The problem is that
we're still out here.

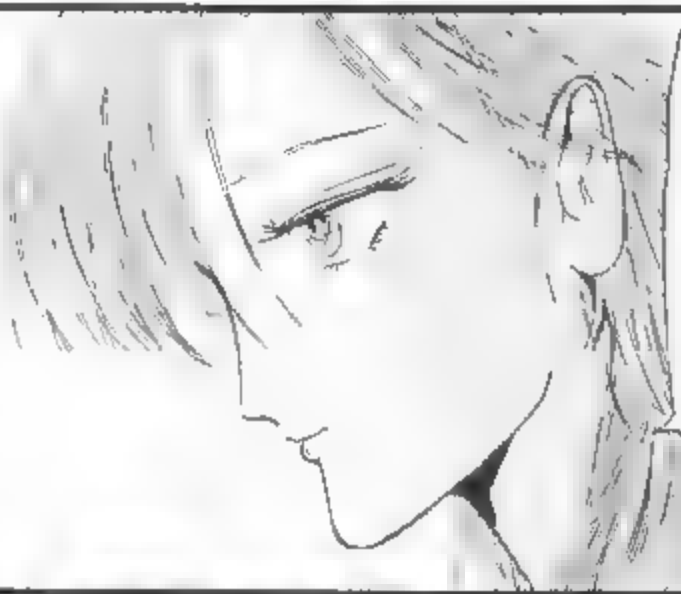


But... they're the
Pied Pipers..
Taking on all four
of them... That's

Even Aisha
wouldn't risk a full
scale battle with
them... Until she's
sure where we are...



Nothing phases her...
She doesn't care...
That's the way she's
always been



Listen... As far as Aisha's
concerned... there could be ten
machines out there... Fillmore
Srens... or any other MH...
She could be in a duel... or in
bed with someone...

I see



Oh

You... really...
trust her, don't
you

...more than
anyone..



In this condition,
I could never
dodge a bullet



Enough of that... You
have to take Swe and
make it to safely
behind AKD lines.

Aisha's here now...
She won't let
anything happen to
me... Don't worry...



The most important
thing is that Swe's
bottle must not get
into Barrow's hands.

What? Oh
no... I can
never



Now get going...
You haven't
second to lose!



As much as I
trust you guys...



It's hard to
describe... but
this must be...

...what mother said
about the insecure
feeling of being on
your own... with no
one to turn to...

Alone again,
huh?

...hmm-
hmm...

...It's a little
different than being
at a strategic
disadvantage...

ガサツ

What are you
doing out here!!

Who goes there!

I dunno!! Shit!
What're you
askin' me for!!



Jute! What is it?!



And of course...
they don't know
their mission...



New recruits...
Drugged outta
their skulls.

Don't move!! I said
don't move, god
dammit!!



AKD
troops...!!!



I told ya! I dunno! But if
he's a civilian, he couldn't
be alone out here!



Could be a knight!
Maybe an enemy
agent! Whaddya
think, Jute?

Listen
men! I'm...



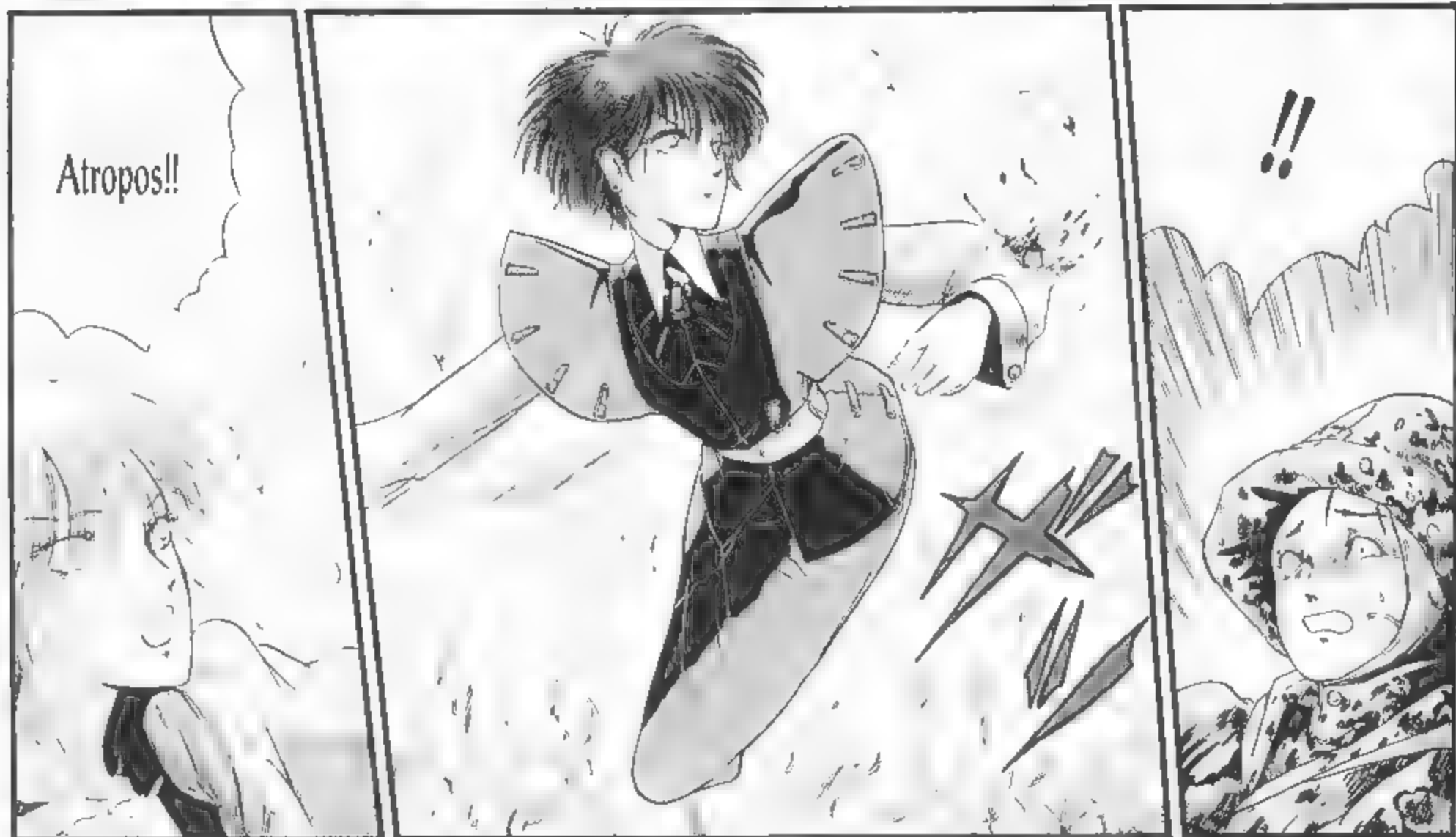
Stick'em up!!
Or I'll shoot!!



Must be a spy!!
Enemy agent!!
It's the enemy...
the enemy!!



I told you not
to move!!
Aaaaahhhh!!



Atropos!!

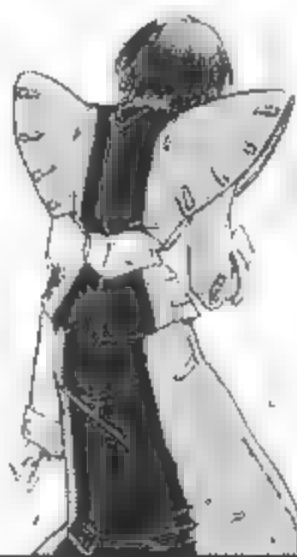
!!



Atropos!!



I did what I thought
was best... You
were in danger!



There was nothing else
I could do! They were
wearing body armor..
I couldn't stun them
and risk a stray bullet
hitting you!!

What assurance
is there we could
have revived
you again



There was
nothing else
I could do

Like a rain...

I think .. I'm
going to cry...

I think it's
best .. we
stay together ..
don't you?

ゴオオオオオオ

オオオオオオ

All he does is skirt
and sidestep... Not
going to do any
damage that way...

This bogey's a
little more of
challenge that
those others...
but... shit...



For how long
They're pretty good.

If they are really as good as
all the hype goin' around
I think I can read their
moves and keep this thing
under control... but

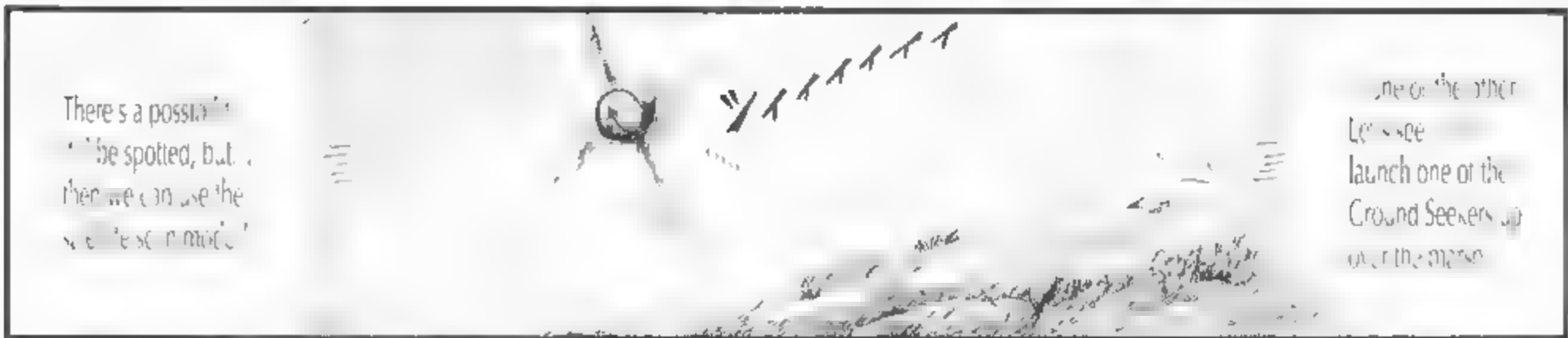
Impossible without
A reactor... Just have to
keep bobbing-weaving
for the time being.

I can alternate the
tendering strength
But controlling the
drive lines to a...



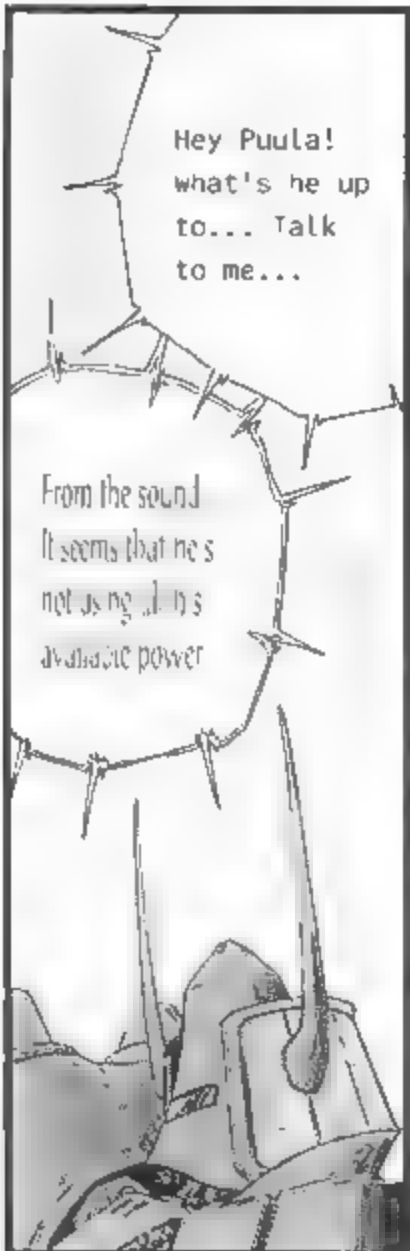
The Terror's pinto... or...
hiring a g... out

Despite her superior
skills... Master knows
that is on... matter
time before



There is a possibility
...be spotted, but...
then we can use the
we're in trouble

...one of the other
Let's see
launch one of the
Ground Seekers up
over the mesa

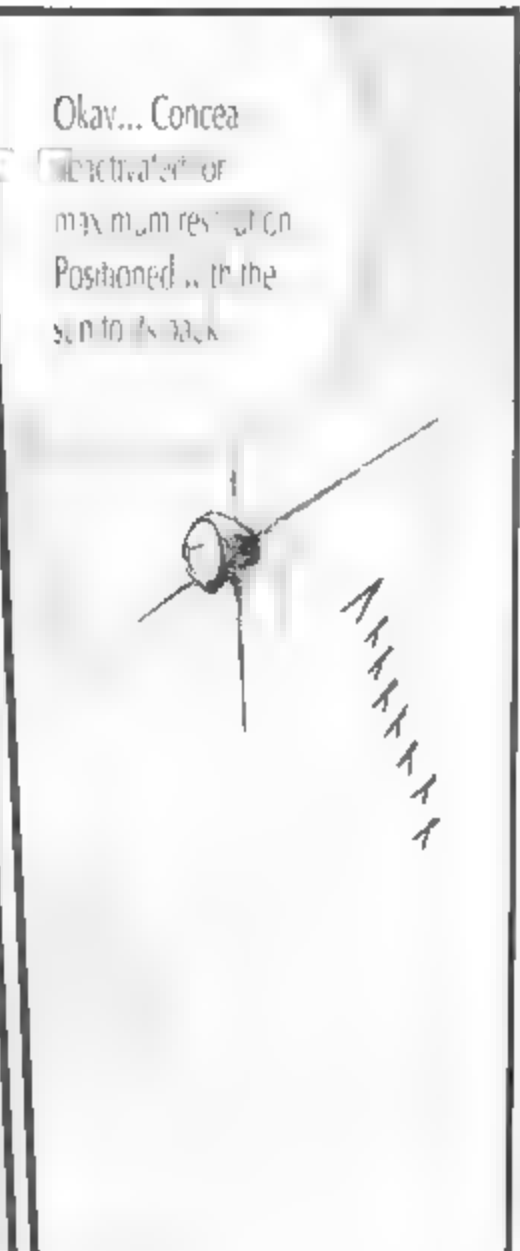


Hey Puula!
what's he up
to... Talk
to me...

From the sound
It seems that he's
not using all his
available power



Elevation 100m... Mr. Sopp is
not doing anything the battle
...in the air...



Okay... Conceal
...activated... or
maximum resolution
Positioned... in the
sun to track



How does this
grab ya!

What's he dancin'
around like that
for? If that's what
you're gonna do...

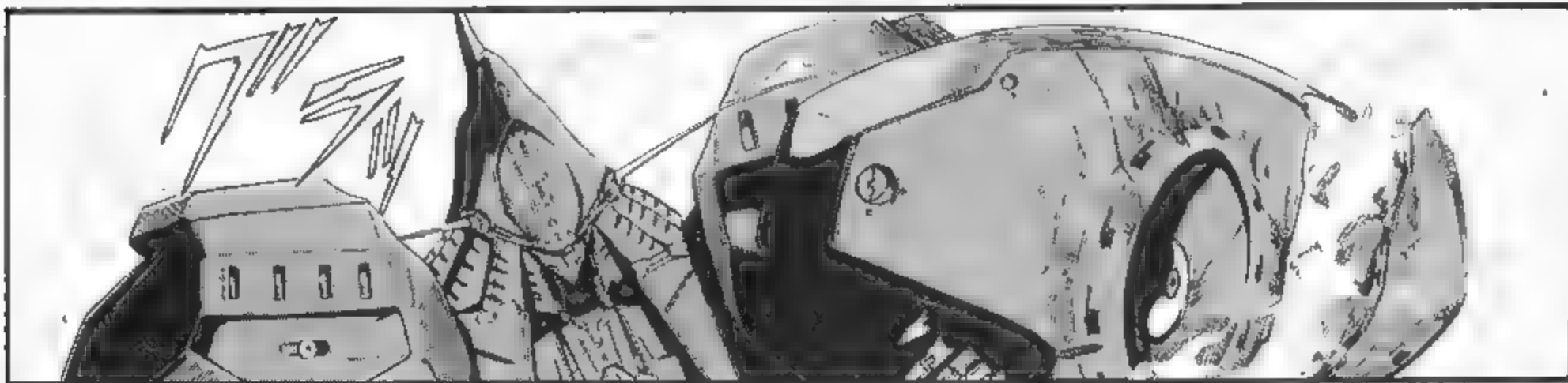
フイ フイ フイ フイ

カッ カッ



Ukihshimaaaa!!

Sonic blade!!



...operates the
Terror alone... I'm
swear I installed...
a scanning device

What she's doing...
is keeping Allecto
busy searching for
us... While she...

ぶん ぶん ぶん? ぶん?
? ? ? ?

A scanner...

えらい えらい えらい えらい

Mr Sopp

Might be an
enemy TV camera!
Put it out of
commission!!

Emitting
electronic signals!

Master! There is
something in the air
at 10:17!!

!!

キラッ

キラッ

キラッ

ぶん ぶん ぶん

Sometimes I don't
think you even
know what
you're doing

Swe...

ぶん ぶん

What's that
Something's
flashing over there!

キラ
キラ
キラ

Search!!

Object identified!
Firing!!

Oh no!!

Tsk! Just when
we were picking
up something...

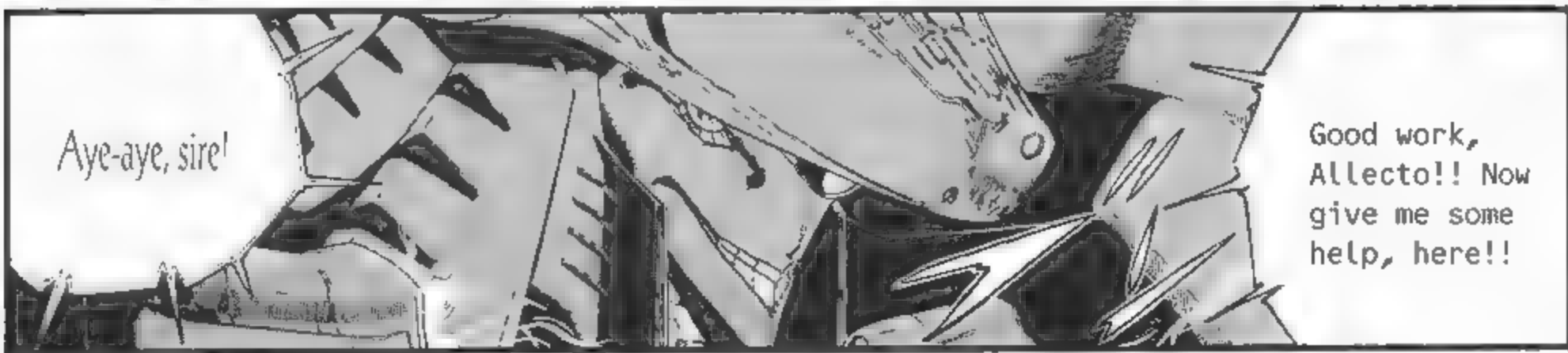
!!

ガッ
ガッガッ
ガッ



Coordinates fixed!
Reserve MH in
pursuit!!

Target sighted!!
It's Mr. Sopp!!



Aye-aye, sire!

Good work,
Allecto!! Now
give me some
help, here!!



Take this,
sonic blade!!



Where d
he got..

?

ゴゴゴゴゴゴ



フフフフフフ

Master!! On your left!!

He just
disappeared...
Where in the
hell is he?

Huh...





!!!

What in the hell...
happened .!

I... I did
everything
right...

König!!

Allecto! I'm
going out there
to get Him!

There's still
the Blue
Armor... Keep
him at arm's
length... till
I get back!

Aye-aye, sire!

I couldn't
see... Couldn't
see him... Shit!

Master! Falling
back! We're not fit
for combat!

We were in perfect position... One more blow would have destroyed it!



Now it's our
turn to show
them the power of
the Force.

I'm outa here
Allecto! It's up
to you now.



Think how he
would've felt
It would have
broken his heart!



Exactly! The problem is, though
smashing beyond repair a
veritable piece of art crafted by
the great meight Zebec over 700
years ago with none other than
Sopp watching...

I'll lay down a
smoke screen. I don't
care anymore...



what the...





Get the hell
back here!!

Who do you
think you're
fuckin' with!!



!!



110
7/4

Guy s got greal
eyes ght I'll
g ve him that



Just because
you won...
doesn't mean
you don't have
to face me!

Runnin'
away, huh?



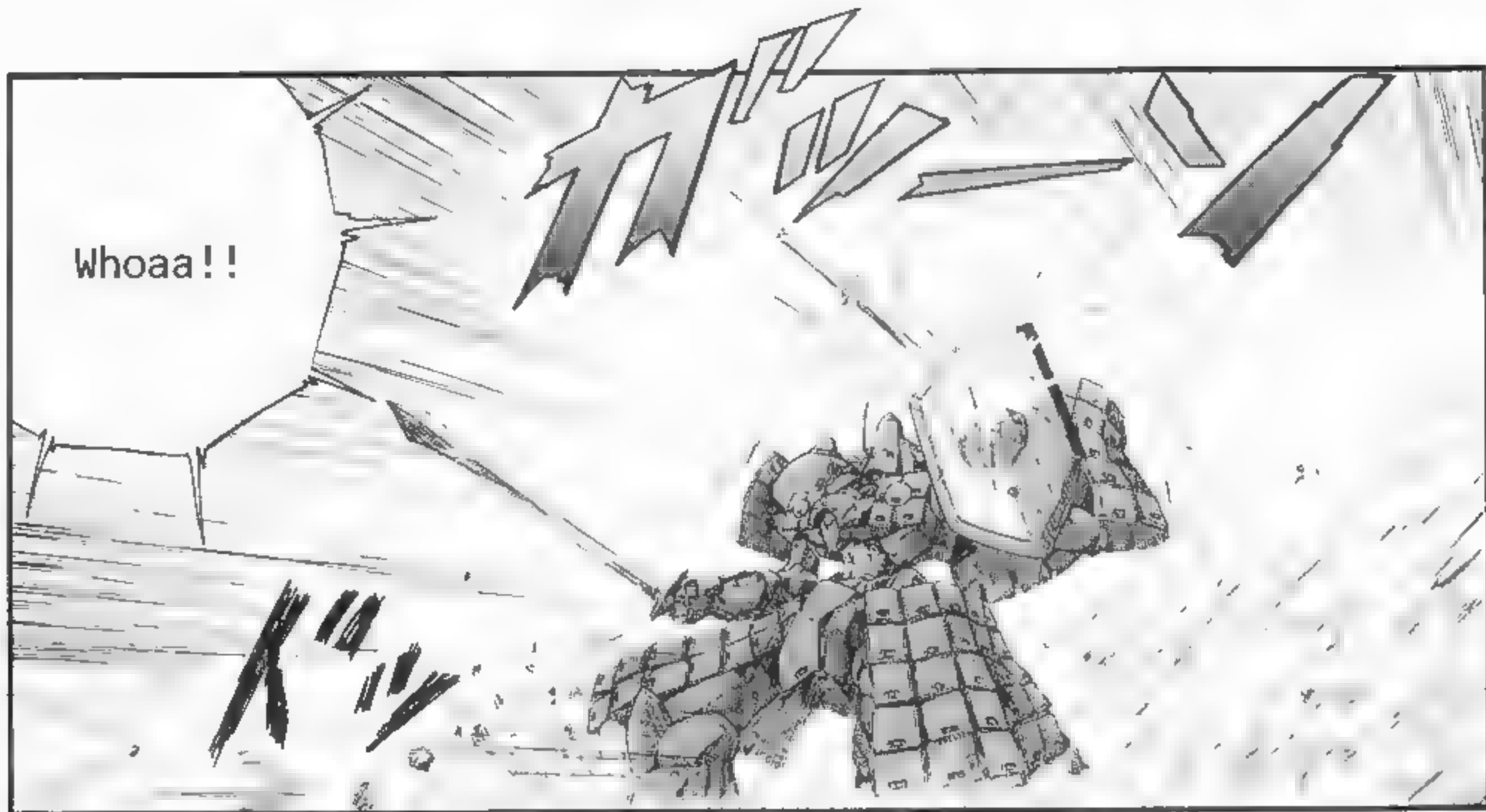
Get back here
and fight!!

Making a fool outta
König like that...



talk.ing
about?

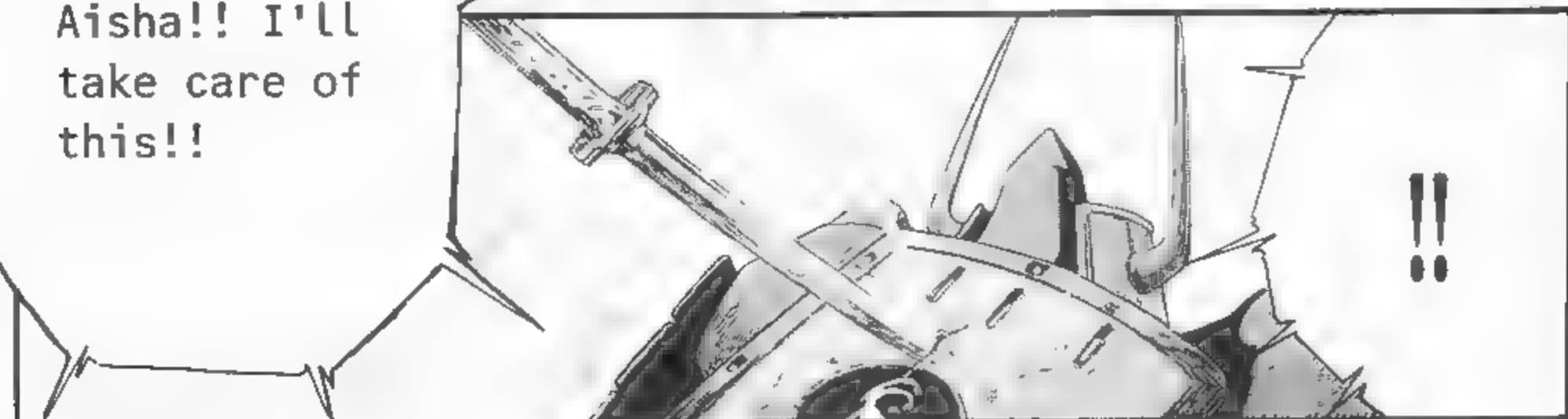
Whaaaa?
What's he...



Whoaa!!



Aisha!! I'll
take care of
this!!



!!



The Mirage Corps!

Que Que

Que Que Que

TH TH TH



Where'd you
get that MH!

Lonn! Is
that you!



First...

Sorry we're late... but...



I don't know. But from the sound of it.. It's got more power than we do!!

Pulla!! Is that the AKD's newest model!



Sooo... we had to replace the whole chest component? ...Two hours of lost time there... Theeeennn...

First, when we changed the control system? ...Well, the generator transformer started acting up, ya know? ...and that caused a bug in the output!!



Another two hours... down the drain! Darn!

when we installed the LED veil? ...That panning balance thingamajiggy? ...All out of whack... Tsk!

When I got back up! I banged my knee on something that made all this electricity fly around... Then I broke a tooth... When I fell down... There were all these straw voodoo dolls or something that Aixo made... A whole bunch of them... You know...

Then guess what happened? We finally get into our cockpits, right? ...And... and... there's all these sharp edges around... you know... where the armor closes... I caught a stocking and broke a heel. Fell down...

I think I'll just leave her be... she'll pull through...

ドカーン

Hmmm...

タタタタタ

タタタ

114

Gotta get a move on here... Even with my speed, it's gonna take about 10 minutes...

ドドド

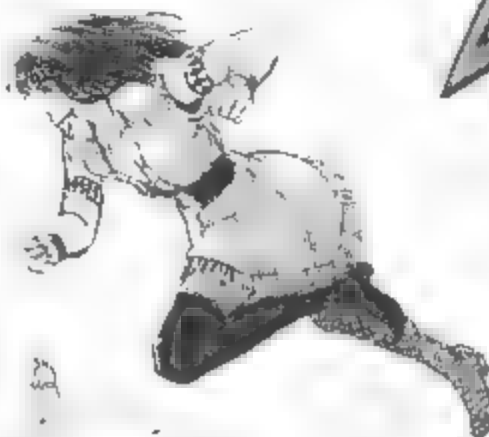
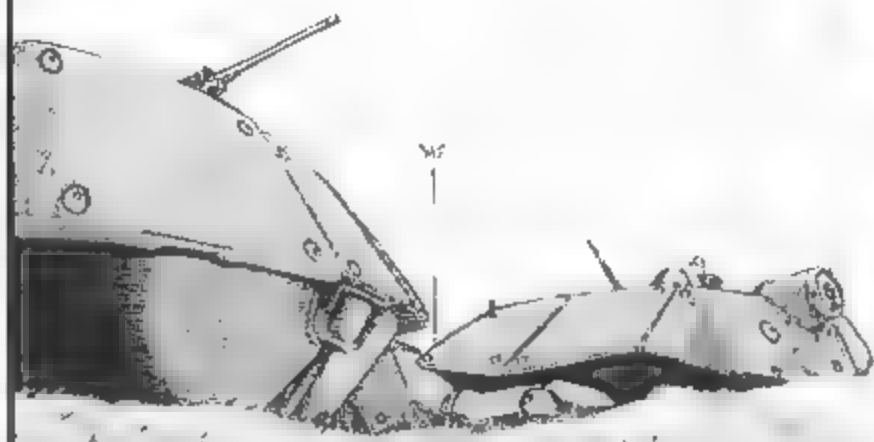
Now to the task at hand...



ドカーン
キュン キュン キュン キュン

タタタタタ

ドドドド



First...

Sorry we're late... but...

I don't know... but from the sound of it... It's got more power than we do!!

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I think I'll just leave her be she'll pull through...

ドカーン

Hmmm.

タタタタタ

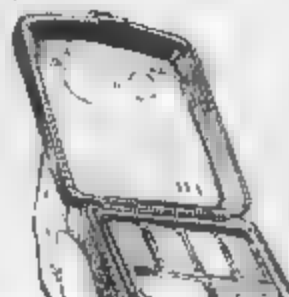
タタ

114

Gotta get a move on here... Even with my speed, it's gonna take about 10 minutes...

ゴゴゴ

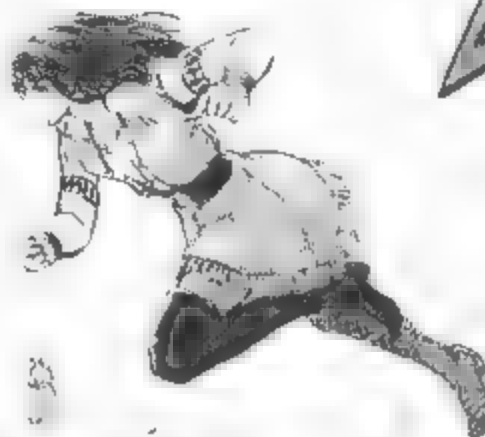
Now to the task at hand



ドカーン
キュン キュン キュン キュン

タタタタタ

ゴゴゴ



Allector, Your Grace!
This is Yury Vasyuchenko
commander of the Royal
Guard's armored
division, speaking!!

! Direct vibration
communication!

I think my tank
battalion can hold
them off long
enough to allow her
to rescue Him...

Enemy MHs are now
approaching the marsh
where Marshal Condante is
headed!! Two more are now
headed in the direction of
Commander Lonn!

Please forgive me for the
direct line in! But would you
be so kind as to tell me the
location of our "target."


I've ascertained their
proximate position
Now transmitting
coordinates to go net
to cross you.

I mean
yes

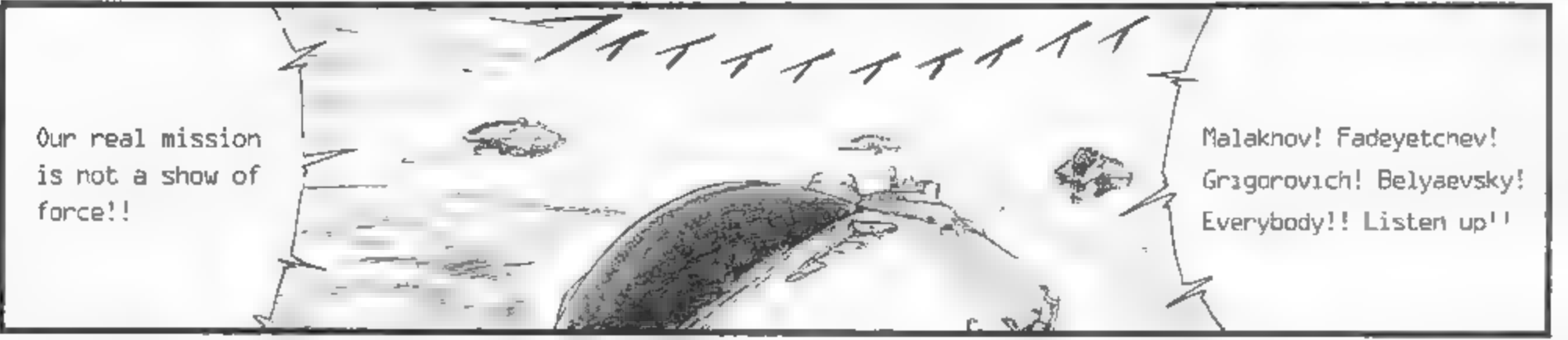
Just a moment...
Colonel

The pleasure is all
ours, Your Grace!!
All armored craft!!
Forward!! Ho!!

Colonel Vasyuchenko
you take the lead
You can probably get
there faster!

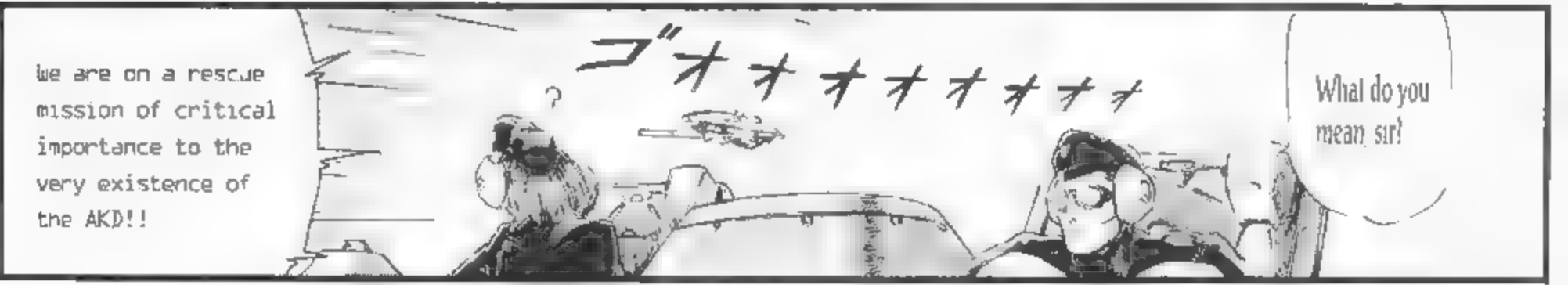


Full speed ahead!! To the edge of the marsh!!




Our real mission is not a show of force!!

Malaknov! Fadeyetchnev! Grigorovich! Belyaevsky! Everybody!! Listen up!!



We are on a rescue mission of critical importance to the very existence of the AKD!!


What do you mean, sir?



That's crazy!! Going up against MHs... It would be suicide!

But Sir!!

We must stop those MHs!! All main gunnery to Biral-Kema mode!! Fire everything you've got at them!!



Men!! No... Soldiers of the AKD!! Let's show His Majesty what we are really made of!!

That's because you don't know who's waiting out there to be rescued! None other than His Majesty our Emperor of Light, that's who!

To be continued....

IC 3230	Amaterasu requests the countries of Kalamity Godarce to join the AKD, but following the lead of the Elmore Empire, which boasts the planet's longest and most illustrious history, they ignore the request.	Grand Sydnium is killed by a Mirage Knight while trying to escape. Amaterasu establishes the Union of Galactic Kingdoms. Atropos teams up with Mirage Knight headliner Upandla Rayma.	Amaterasu returns to Colus VI the sword he received from Colus III, signifying Colus VI as the true heir to the Colus dynasty. The citizens of Delta Belu leave the planet along with the Mirage Knights in The Will, in search of Lachesis. The "god of light" has failed them.
IC 3234	Amaterasu launches a military invasion of Kalamity Godarce, but is met with strong resistance by a unified defense force that has thoroughly studied his military strategy and tactical procedures.	IC 3267	Amaterasu entrusts all of his authority to his cat's paw, Upandla Rayma, a fatima created by Dr. Balanche, and retires into seclusion. At the same time, F.U. Rogner and the other Mirage Knights are disarmed and sealed.
IC 3238	The Mirage Knights join the invasion of Kalamity Godarce as the war begins down.	IC 3268	Empress Runka, a remnant of the Colus Dynasty's Meister family, gives birth to Daizina, then dies at the hand of Amaterasu. Daizina disappears.
IC 3239	Mant approaches Kalamity, which experiences violent upheavals in the planet's crust and chaotic magnetic fluctuations. Rescue and emigration from Kalamity is stepped up. Amaterasu boards the Knight of Gold and leads the entire Mirage Knight corps in an all-out attack on the Elmore Empire. It is the last action anyone will take on this planet doomed to destruction by the approach of Yant Durno; the attack KOC stalls on a shoat while crossing Lake Nubidoug, and just before Kalamity explodes, Amaterasu is ejected to safety, leaving the M1 Luna Lachesis stranded on the Lake. In order to lessen the shock from the impending volcanic explosion, KOC uses the buster launcher to dig a 5000 kilometer crater in the planet's crust and drops a shock-resistant gelatin bomb into the Lake. However, nothing can save Lachesis from the explosion, as she and KOC are blown somewhere out on the dimensional edge.	IC 3298	Amaterasu becomes deeply concerned over his aging fatimas and puts them to sleep. Galaxy M1s continue to switch over to the non-humanoid Etorama fatimas, and humanoid fatimas rarely appear in public. The headliner population is also decreasing. In a galaxy controlled by a single, oppressive ruler, Upandla, the number of mortal headliners is also on the decrease, becoming superannuated and decrepit. This year marks the beginning of Upandla's reign of terror.
IC 3330	The Battle of Kalamity is spectacularly concluded, and survivors from the defeated Kalamity forces move to the Planet of Graves, where they commence anti-Amaterasu resistance activities.	IC 4044	Daizina Meister finds her way to Kastenpo on Both.
IC 3333	Amaterasu, upon consent from the only non-AKD planet, Jono, is enthroned as emperor of the Joker Galaxy.	IC 4050	Daizina Meister meets Colus VI, who is working for the anti-Amaterasu resistance in Kastenpo.
IC 3345	The LFD Dragon awakens.	IC 4061	After wandering aimlessly throughout the Galaxy, Colus VI is awakened to his headliner heritage after being shown the mortal headliners that have been mastered for the resistance.
IC 3400 3900	Mortar head manufacture is slowed by natural resource scarcity. The leader of Jono, King Colus V, begins a large-scale program to improve his country's MFI force led by the Berons. Because the outcome of any battle is invariably decided by a clash of MFI's, the anti-Amaterasu resistance forces scattered throughout the Galaxy assist in his efforts.	IC 4062	Colus begins training for combat, and the many knights he meets seem also to be descendants of his ancestors' generations of headliners.
IC 3910	The knights of the anti-Amaterasu resistance gather on Jono. Amaterasu reveals plans to conquer Jono.	IC 4075	Janchoon and Clotha are discovered, but Clotha remains sealed and will not awaken.
IC 3952	Amaterasu launches his last expeditionary invasion and heads for Jono. A messenger is dispatched from Both to Amaterasu. It is Atropos.	IC 4076	Colus VI meets Wey Kowath, possibly another headliner descendant.
IC 3960	The heir apparent to the Colus Dynasty, Colus VI, escapes to Both with the help of Alenta, princess of Balanka. The three royal families of the Colus Dynasty descend and scatter to the four corners of the Galaxy. The Black Knight Grand Sydnium, in the employ of the Colus Dynasty, conceals Janchoon and Clotha deep in the thick forests of the continent of Borishon.	IC 4080	Civil war breaks out on Jono, and Colus VI takes command of the anti-Amaterasu resistance forces in the conflict.
		IC 4082	An Amaterasu mortar head, Wunderschabe, defects to Colus' side.
		IC 4088	Headliners and fatimas who have been hiding throughout the Galaxy flock to Colus' side.
		IC 4090	Colus liberates Both. After the devastation of AKD forces invading Kastenpo by an LFD Dragon inferno, the Upandla regime gradually loses control of the situation, and the decline and fall of the AKD, but Amaterasu refuses to step in.
		IC 4093	Civil war breaks out on Delta Belu.
		IC 4100	The Floating Temple, the symbol of the AKD, is destroyed. Colus, Janchoon and Upandla's Knight of Gold engage on the battlefield. Two fates hurry to the fray. Delta Belu is consumed in the quasar inferno of the LFD Dragon.
IC 4101	Colus VI liberates the Galaxy.	IC 4103	Colus VI marries Daizina.
IC 4255	Colus VI passes away at the age of 295.	IC 4300	The mortal headliners gradually fall into disrepair. The headliners also gradually disappear, some taking their fatimas with them, some alone. The era of war and destruction goes on, as the world continues its regression towards the primeval.
[The Era of the The Will Galaxy]*			
IC 5899	On an unknown planet, the Knight of Gold is transformed into a meteorite and crashes.	IC 6599	Lachesis awakens and with the Knight of Gold joins a space war with another civilization. In the aftermath, uncontrollable bursts of energy from KOC hurl them again and again into time gaps and lost abysses.
IC 6787	In one planetary war, Lachesis is unable to activate the Knight of Gold, so this incomparable fatima lures commandeers a local cyborg weapon, called an impetum, to continue the fight.	IC 6800	Amaterasu builds the M14 Coal Mirage, also known as Magdall Chivalres.
IC 6850	Amaterasu and Lachesis, each on their own, travel from planet to universe encountering new human species and life forms.	IC 7199	Lachesis lands on a mechanized planet and repairs the Knight of Gold.
IC 7261	Amaterasu converses with the Ocelot Monument, which seems to contain a memory of people from the Joker Galaxy.	IC 7343	Lachesis suddenly finds herself on Earth, in Poland during January 1945. She hides the Knight of Gold in the Baltic Sea and goes to fight in the Battle of Berlin. On 7 May she leaves the Division Nordlandic for France, then returns to the Baltic Sea and falls asleep.
IC 7451	Lachesis awakens in the earth's year of 2187 and returns to space.	IC 7563	Lachesis transcends time to appear in the Joker Galaxy in IC 2045. She meets the 25-year-old prince of Greco, Amaterasu. After planting a memory of their encounter, she leaves the Galaxy.
IC 7777	Lachesis and Amaterasu are reunited on the emerald planet of Fortune and are married. They bear a daughter, Kallen, and the human species begins a new phase in its evolution.		

* Time in the The Will era is measured in the years actually lived by Amaterasu, but in Joker time it is 500 years.

Chronology

(Last Millennia of the AD Era)		
AD 4000	Iuna is discovered. Reih is reclaimed and colonized. An alliance of imperial families founds the super-empire Farus Die Kannam.	IC 2135 Amaterasu makes improvements in the ezlazer, external combustion engine used throughout the Galaxy to generate heavy energy.
AD 5000	Reign of the "Razing Empress." The Galaxy establishes all disciplines of pure science. The rise of intimidating warriors and powerful wizards. Invention of the most destructive weapon known to man, the buster launcher.	IC 2200 The beginning of a century of frequent international disputes and military aggression, promoted in part by the mortal head's ability to minimize casualties and destruction of property in the process of territorial expansion.
AD 6000	Height of interstellar exploration. Continuous intergalactic wars cause such devastation to existing races and cultures that the human species becomes incapable of retaining its historical legacy in fact.	IC 2310 A data processor greatly improving the control of mortal head's is developed by the mad scientist Lichum Kallance. It is called the "falma," an artificial life form physiologically identical to human beings.
AD 8000	A geophysical world of four solar systems begins to take form. Reclamation of planets takes place on a galactic scale, as the deserts of Adler and Pestako, the closest planet to Is sur, are made inhabitable.	IC 2324 Amaterasu is enthroned as the ruler of Grees at the age of 304. Over a thirty-year period he has contributed much to the cause of international peace among the countries of Delta Belun.
AD 9000	Interstellar exploration reaches an impasse, and space adventurers return to their home planets. The influence of Farus Die Kannam wanes, as new independent states rise. Buster control technology is perfected. Popularization of the external combustion "ezlazer" engine, a technical spin-off from buster launcher know-how.	IC 2397 Despite his 377 years, Amaterasu has remarkably not aged significantly since reaching adulthood.
		IC 2400- Amaterasu's Eastern Solar System and the Northern Solar System, which is ruled by large and powerful countries, attain a state of relatively peaceful coexistence, while the smaller countries scattered throughout the Southern and Western Solar Systems remain in political turmoil. It is a time of mass production of both mortal head's and falmas.
		IC 2629 Amaterasu makes the acquaintance of the sovereign genius Chrome Badlanche.
		IC 2810 Amaterasu spends ten years recruiting a corps of superior headliners to act as his imperial guard and names them the Mirage Knights.
		IC 2813 Amaterasu's imperial guards are organized into an order of knights known as the First Eastern Mirage Corps, which is given command of the all the imperial armed forces and charged with employing their mortal head's in quelling international military incidents.
		IC 2875 Amaterasu unifies the ten eastern countries surrounding the Kingdom of Grees. Similarly, in the Southern Solar System, Colus II, ruler of the super power on the planet Iuna, forms the kingdoms on his borders into the Colus Dynasty. Colus III is born.
		IC 2878 Amaterasu is appointed planetary president of Delta Belun.
		IC 2899 Amaterasu unifies Delta Belun into an organization called Amaterasu Kallanyon (hereafter AKD). The report of this action is greeted with surprise and apprehension throughout the Galaxy. Dr. Badlanche completes the Ak 3 flagship battle cruiser Bell Creal.
		IC 2900- A scarcity of natural resources in the Galaxy reaches critical proportion, and some synthetic materials that have existed for thousands of years begin to transform or deteriorate. Kallanyon Gostarce, the second planet in the Northern Solar System, begins to transform under the influence of its own planetary reclamation activities. Amaterasu is 880 years old.
		IC 2955 Completion of Amaterasu's airborne palace, the Floating Temple, an island 2.5 kilometers across hovering 3000 meters in the atmosphere above the planet.
		IC 2987 One of the Galaxy's most authoritative scientists, Dr. Badlanche, decides that a lifetime debut will not be held for Atropos, one of his "three fates of destiny," and allows her to escape.
		IC 2988 Dr. Badlanche's final two falmas, Lachesis and Clotho, come of age. Amaterasu acquires Lachesis, while Clotho is taken into the care of Iuna's King Colus III.
		IC 2989 Three leading edge mortal head's, called LED Mirages, join the forces of the Colus Dynasty against neighboring aggressor, Hlaquoda. MI I master Ladus Sopp is entrusted with the jeweled sword of the Colus Royal Family, and the royal family's MI I luncheon is sealed shut with Clotho's magic.
		IC 2992 Atropos begins 320 years of seclusion with an ornate LED Dragon.
		IC 2994 Magdal and Depe are born in the Republic of Hlaquoda in the Western Solar System.
		IC 3007 The LED Mirage fleet and Amaterasu's Knight of Gold are exhibited before the Galaxy. Second phase of the Mirage Knights.
		IC 3009 Completion of the heavy MI I large Mirage known as the "monster of the Mirage Knights" due to its dual buster cannon design.
		IC 3010 The "Majestic Stand" begins, and the Galaxy is thrown into greater political turbulence than it has ever experienced.
		IC 3079 Princess Magdal is crowned ruler of the Holy Led A-Toll Empire.
		IC 3159 Amaterasu suddenly launches a military attack on the Rent Republic of the neighboring planet of Adler.
		IC 3162 Adler is incorporated into the AKD and becomes Amaterasu's base of military operations, commanding a huge galactic expeditionary force.
		IC 3180 Amaterasu begins construction of the Galaxy's largest space vessel, The Wail.
		IC 3185 Construction of The Wail is completed, and enthusiasm is heightened among the people over galactic unification. Amaterasu is 1165 years old.
		IC 3199 Amaterasu launches an invasion of Both in the Western Solar System. Many of the planet's residents welcome the invasion as the arrival of political stability to a chaotic situation that has continued since the beginning of the Majestic Stand, so Both is quickly incorporated into the AKD. However, the region of Kastenpo on the continent of Qnann for some reason is able to retain its former status as a free and autonomous district, and only the Holy Led A-Toll Empire is granted sovereignty.
		IC 3225 The moving solar system of Mant with a 1500-year orbit approaches the Joker Galaxy, and it is predicted that Mant will increase the instability of Kallanyon already caused by mineral resource reclamation.

(Note: All Earth years after 4000 are in parentheses because time progresses faster in the Galaxy.)

AKD TF Rank Insignia

Enlisted ranks range from private to corporal, noncommissioned ranks from sergeant to warrant officer, commissioned officers from second lieutenant to colonel, and generals begin from brigadier. The highest military title is that of general of the armies with the commanders-in-chief above it. Also, there are private first class soldiers with the duties of sergeant, but they are still

considered privates. The reason for this is probably that since all 47 AKD member countries designate ranks all the way to five star general, the number of officers grew. What actually happened is unclear. In *Five Star Stories* Lonn does the miniature insignia of commander-in-chief. All so-called "career soldiers" have at least a non-commissioned officer rank.



Private



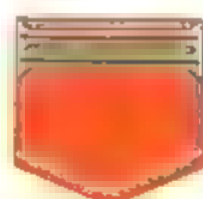
Private



Private 1st Class



Private 1st Class with Non-Commission Officer Duties



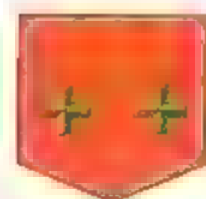
Corporal



Sergeant



Staff Sergeant



Master Sergeant



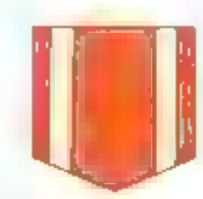
Sergeant Major



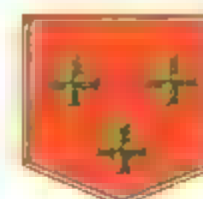
Warrant Officer



Non-Commissioned Officer Candidate



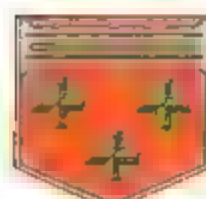
Officer Candidate



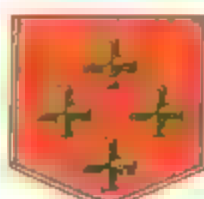
Second Lieutenant



First Lieutenant



Captain



Major



Lieutenant Colonel



Colonel



Brigadier General



Major General



Lieutenant General



General



Five Star General



General of the Armies



Commander-in-Chief
(Aisha Codante)

Epaulets

Epaulets are mostly worn on dress uniforms. The following five types indicate class of rank. All have borders of combat duty colors, except for the class of general. In the illustrations, the borders are white indicating the respective classes of rank in the infantry.



Enlisted Soldier
Private to Corporal



Non-Commission Officer
Sergeant to Warrant Officer



Lieutenant
Second Lieutenant to Captain



Colonel
Major to Colonel



General
Brigadier General to General of the Armies

Combat Duties and Corresponding Colors



Infantry

White - The regular fighting force. The most highly respected combat duty.



Artillery

Red - Lending a lack support to the infantry's offensive. Also includes tank divisions of E-505s, etc.



Corps of Engineers

Black - Specializing in building and demolition of bridges, etc. Otherwise no different from the infantry.



Armored Division

Pink - The most flamboyant combat duty charged with the operation of air battles in armored invasions, civilian populations, and bombing raids.



Airborne Cavalry

Golden Yellow - Lending air support with bombers, helicopters and fighter planes.



Military Police

Orange - Duties range from arresting lawbreakers to directing traffic at the front. Ranging in rank from non-commissioned officer to colonel.



Communications

Lemon Yellow - There are a large number of women in this duty area, active in the rear.



Medical and Supply Corps

Blue - Includes only divisions of medics.



Physicians and Staff Officers

Magenta - All officers with at least the rank of second lieutenant.

AKD Rank Insignia

AKD Starfleet Rank Insignia

All ships' captains are generally lieutenant commanders, or the equivalent of regiment commander in the Terrestrial Forces, and usually never rise above the rank of captain. However, imperial vessels and flagships, like the Bell Creal, are captained by higher ranking officers (Mirage Knight Terrah is the captain of the Bell Creal).

Seaman Recruit	Seaman Apprentice	Seaman	Seaman with Non-Commissioned Officer Duties	Petty Officer 3rd Class	Petty Officer 2nd Class	Petty Officer 1st Class
Chief Petty Officer	Senior Chief Petty Officer	Warrant Officer	Non-Commissioned Officer Candidate	Officer Candidate	Ensign	Lieutenant Junior Grade
Lieutenant	Lieutenant Commander	Commander	Captain	Commodore	Rear Admiral	
Vice Admiral	Admiral	Five Star Admiral	Admiral of the Fleet	Field Commander-in-Chief (Aisha Codante)		

Shoulder Tabs

indicates the color of a sailor's sea duty. There are five colors, like the Terrestrial Forces. **AKD Sea Duty Colors**

Seamen	Non-Commissioned Officers	Lieutenants	Commanders	Admirals

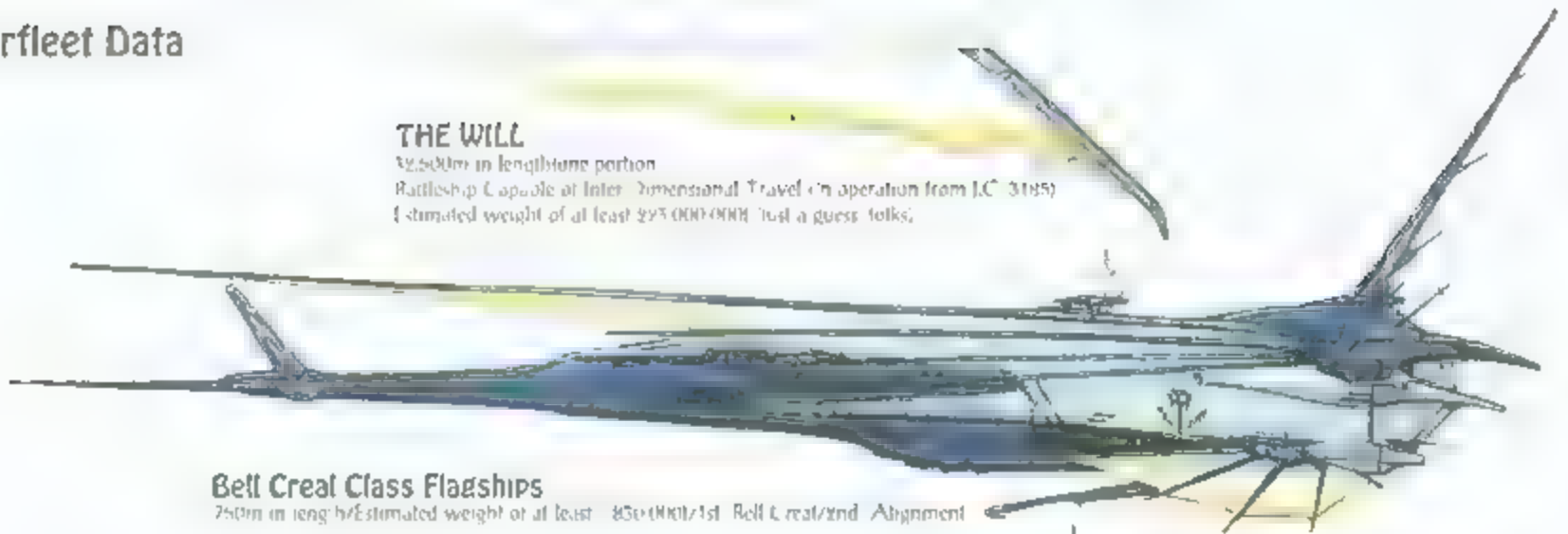
Starfleet Sea Duty Colors

Combat	Mechanical	Cooking and Housekeeping	Security	Repairs	Communications	Steeorage and Navigation	Air Force	Physicians and Staff Officers	Marines
	Brown - working the ships engines and other work as the air-rat module	Personnel serving the crew in the galley etc.	Orange - Police commissioned officer to command on cruiser class vessels and above	Dark Blue - in charge of repairing the ship	Light Yellow - etc. Women aboard	masters specially trained in the art commissioned if rank and above	etc. of the rank of ensign and above	Rank of ensign and above	Job is red indicating a TF unit very

Important Starfleet Data

THE WILL

32,500m in length (long portion)
 Battleship Capable of Inter-Dimensional Travel (in operation from J.C. 3185)
 (estimated weight of at least 293,000,000K (just a guess, folks))



Bell Creal Class Flagships

750m in length/Estimated weight of at least 850,000K/1st Bell Creal/2nd Alignment



Whale Class Super Speed Cruisers

480m in length/Weight 148,000K/1st Hel Dola/2nd Dir Lams/3rd Mil Cog



U-XXI (U-21) Class Battleships

330m in length/Min. Weight 87,000K/25 Vessels

Even if the slightest ideal
 transport it anyway



Pannacotta MC-108

Main Force Torpedo Bomber

U-XVII (U-17 Class) Main Force Battleships

240m in length/Weight 45,000K/69 Vessels



JU - XI Class Frigates

170m in length/Weight 31,000K/150 Vessels

Z-Class Freighters

287m in length(main vessie)/Min. Weight 185,000K/32 Vessels

S-Class High Speed Gunboat

79m in length/780 Vessels



Small Craft and Fighters

Pannacotta MC-108

41m in length/6 vessels to transport 500 troops



Pannacotta MC-5/AMD-2



of 200-300000 Prototypes
 4.8m in length



Multi Use F-1000-40
 19.6m in length



Pannacotta MC-7A

40m in length/9 Vessels to transport over 500 troops



1 Airborne Tank E-75,
 8.9m in length



MD-2 Mortar Durrey
 31m in length



MI-1 Cross Mirage
 Shoulder Height 14.0m



Fighter V-4 Prior,
 27m in length



MI-1 Wunderschätze
 36m in length



AKD Starfleet

The Starfleet

The starship squadrons that explored outer space in prehistoric times, during the Amon Duul era, were forced to make large scale changes in their military structure after the advent of the Jocker millennium. Continuing developments in the science and technology of warfare resulted in such breakthroughs as the energy barrier, which in turn made the torpedos the main weapon in space military operations (since beam artillery cannot penetrate energy barriers), and

the mortar head, with its high speed transport capabilities, became the major defender of colonized planets. Starships came to be designed like submarines, unable to be detected by either radar or scanners in battle. The spectacular starship battles of old disappeared, as the field of battle was transferred to terra firma with the military dominance of the mortar head. Nevertheless, the AKD still maintains a fairly large fleet of starships, including those used by the

Mirage Knights and the five directly under the command of the emperor. Soon AKD Starfleet will begin military attacks throughout Jocker and wage battles against the Slant roving cluster of planets... Then there will be its trans-dimensional search for missing Lachesis, resulting in another AKD forming beyond the world of Jocker... Only The Will and two Whales...



AKD Emblem

The sleeve hems are the sea duty color (short sleeves are worn only by enlisted men and non-commissioned officers; if waters so precious to Starfleet what's with braided hair! Nobody on Jocker seems concerned. Six thousand years of nava tradition. History can be a frightening thing sometimes. Men in Japan and the West wore their hair long for centuries, now there are pundits who argue that it's unsanitary. If so, then what about the women? No problem. There are still too many fools of the opposite sex who prefer long haired women.

Starfleet Trooper Uniform Gunner Company Seaman Recruit

This is the uniform worn off the ship. The onboard uniform is shown on the right. Starfleet troopers are not organized into battalions, regiments, etc. but rather fleets and squadrons, while onboard each vessel sailors are organized into companies, the smallest unit of which are 10-15 member squads, another difference from the 8-member TF squads... Navy tradition and all that stuff... How come sailors all over the universe are so smartly dressed?



Rank Insignia

The base on which the insignia rests is the sailors sea duty color. Officer's buttons are somewhat longer than those of enlisted men. Buttons are sometimes attached on the right along with the combat duty mark, but never the rank insignia (see the page 71).

Sea Duty Mark

It's larger than the TF marks (see the page 71).



Multi-Functional ID Decoder

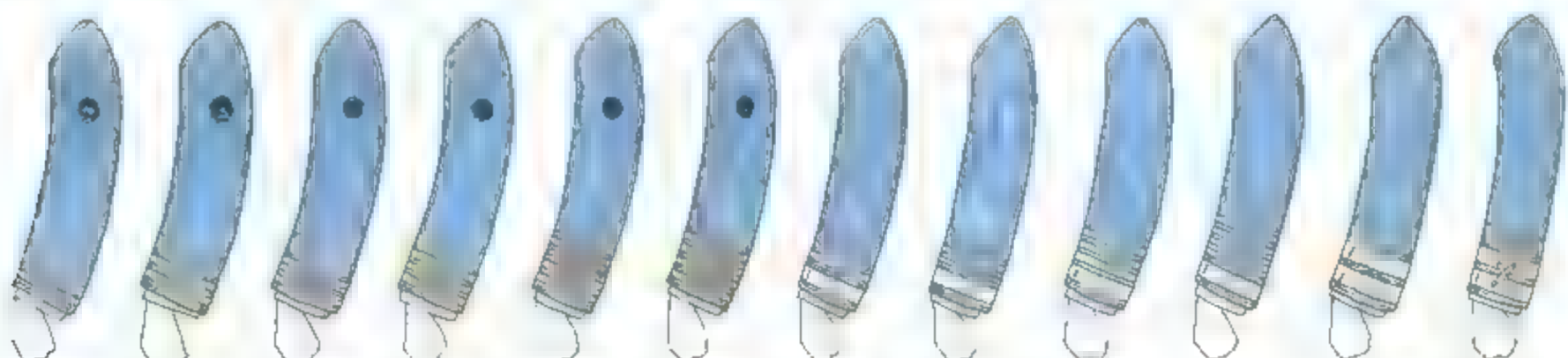
Stuff happens on board that would never happen at the battle front on the ground, thus the necessity to identify personnel. For example women's quarters are stuff off limits to the men, etc., etc.

Starfleet Sea Duty Uniform

The sailor's cap is inscribed with the name of his ship. Rank can also be differentiated from a sailor's cap just like in the Terrestrial Forces.

Sleeve Insignia

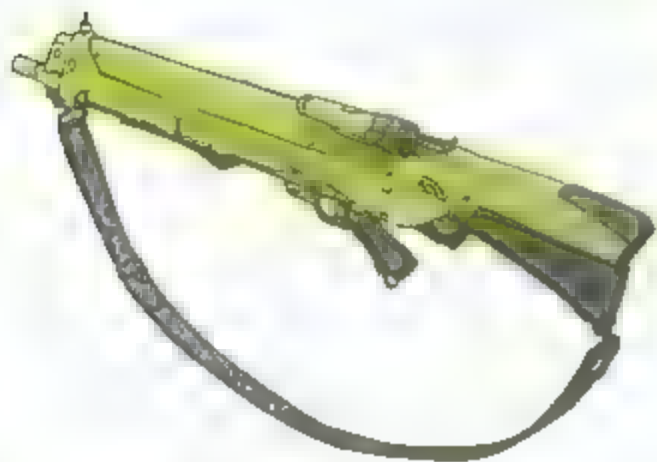
Starfleet personnel not only indicate rank with shoulder insignia, color tabs and their caps, but also with the presence or absence of lines on their sleeves. Non-commissioned officers and enlisted men's sleeves have



- Ensign
- Lieutenant Junior Grade
- Lieutenant
- Lieutenant Commander
- Commander
- Captain
- Commodore
- Rear Admiral
- Vice Admiral
- Admiral
- Five Star Admiral
- Admiral of the Fleet



The body protector has hooks that protrude through slits in the smock for attaching various pieces of equipment. The dog tags around the neck are equipped with a CPU. A duffel bag, canteen, shovel, bayonet, etc. are attached to the back, all, except the canteen, being removed and put aside at the battlefield. Most infantrymen do not use reflectors, except when on missions to pacify civil unrest.



The Hener Stg-44 7.92mm middle range energy blaster

Effective over a range of 1300 meters. Single, triple burst, continuous firing, and anti-tank triple-power single blast. Weighs 8.9kg, equipped with a 1x scope and laser sighting function.

Infantry Style

There is a protective device called the "head brassier" under the unusually large helmet. It is equipped with a signal transmitter, computer code, and communications device. An anti-poison gas shield can also be inserted around the jaws. A visor can also be attached. A body protector is worn over the uniform

or T-shirt, then the camouflage smock is put on over it. The smock cannot be detected by any kind of scanner, even a heat detection device, and the body protector and reflector is both rifle ordinance- and shrapnel-proof. The Hener Blaster is capable of stopping a Leopold II, even through its front armor plate.



Street Fighting and Autumn Season Camouflage

With hooded smocks. All rank insignia are hidden. The flap in the sleeves shows the reverse Spring Season Pattern.

The head brassier is to accommodate a protective device called the "head brassier".

Abbreviated AKD Emblem

Three 50-Shot Magazines

Reflector

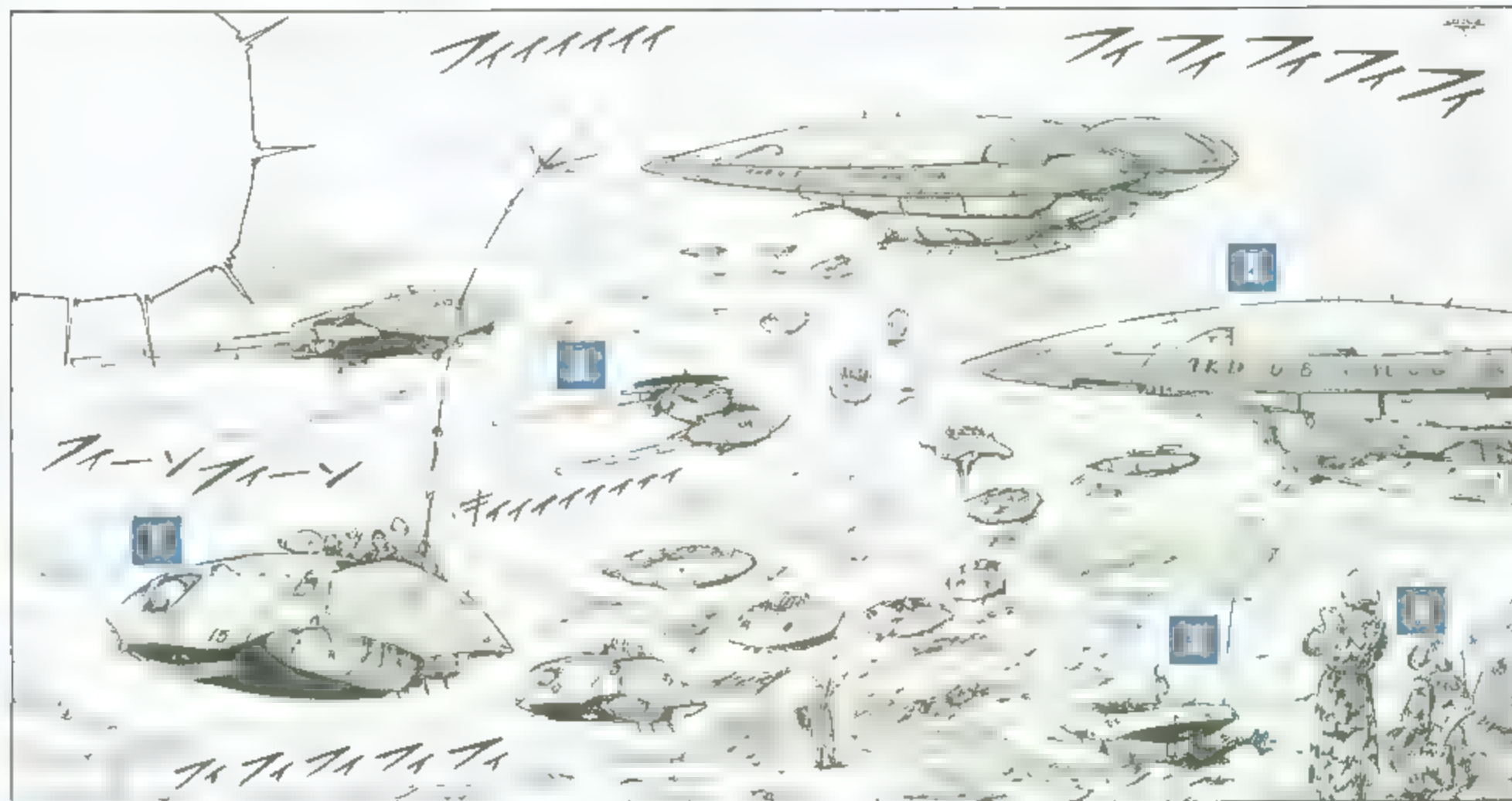
Repels laser rays sometimes.

Leggings

ing, and shooting down F-15 Eagles and the like from the ground. Despite such protection and firepower capacity, on Jokers... well, you'd see as the our stories went on.

AKD TF Battle Fatigues

Actual AKD TF Deployment in *Five Star Stories*



Gz-13 Armored Division Transport Digs

Capable of carrying 15 soldiers or about two squads. The lead dig being equipped with a huge antenna is no doubt the company's command vehicle. There must also be a Gz-11 capable of carrying a whole platoon of 50 troops.

The E-505 Air Ballele

Here seen in air support for the infantry. The first ship in the air has to be the E-75.

Forward Observation Command Vehicle

This vehicle is probably being commandeered by the military police for the purpose of reporting bombing patterns and detachment activities back to headquarters.

The Military Police

A zoom lens seems to be protruding from the landing craft. There is a soldier directing traffic up ahead.

Starfleet Landing Craft, the Pannacotta MC-10

There are five of these vessels that have transported a whole division from the mother ship U-2 Mil. A Pannacotta can transport one platoon* at a time. The number of the mother ship is visible on the outer plating.

*Generally, a squad consists of eight or nine soldiers.
1 platoon = 50 soldiers (5-6 squads)
1 company = 150-200 soldiers (3-4 platoons)
1 battalion = 450-1200 soldiers (3-8 companies)
1 regiment = 1000-3000 soldiers (no. of battalions not specified).

1 division = about 10,000 soldiers.
There seems to be a serious dearth of soldiers where the fire is heaviest, but if we assume that the whole detachment is still in the air, there shouldn't be any problem with such a scenario.

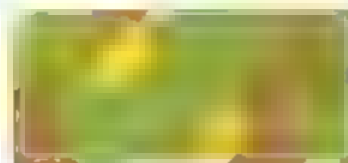
Camouflage Patterns

There are also the pretty ugly pink and yellow patterns used in national defense operations. The reason for the smock style seems to stem from budget considerations. Can you imagine the cost of supplying each soldier with sets of full uniforms of each pattern for jungle, desert use, etc! With smocks, all you need to do is cut each piece of cloth into four sections, and one size fits all. Of course, the smocks are all treated for heat and scanner resistance. They can be worn over T-shirts in the summer or coats in the winter. They are no doubt a result of a Jokers Galaxy continuously at war. A longish smock eliminates the need to camouflage the boots and trousers.



Spring Seasons Dotted Pattern Model 1942

Worn by the infantry in *Five Star Stories*.



Patched Pattern Model 1943

Worn by the military police and equipment operators.



Splintered Pattern Model 1945

Worn by the military police of *Five Star Stories*. It is supposed to be a pattern that the Swiss army used to wear in the old days.



The AKD Emblem

The official emblem colors are the same as those on page 79. What appears on the TR uniform is the above flat silver on black emblem.



Hanging strap for a holster, etc., fastened on the inside.



Abbreviated AKD Emblem

Rank Insignia

(see the page 70 for more details)

The color of the seal on which the insignia rests indicates soldier's combat duty. Officers' buttons are a little longer. Buttons for shoulder epaulettes are used only on dress uniforms. The button in the collar bone area below the insignia is for attaching a cape. Sometimes the combat duty insignia is attached on the right shoulder, but never the rank insignia.

Quiz

Question: Why do sailors all wear belted bottom pants?

I know!
The Terror
Mirage!!



You're excused now... You'll have more chances later to show your lack of attention. The correct answer is: Because if a sailor falls overboard, he can be easily removed from his trousers to keep from drowning. It's for such a ridiculous reason that many sailors these days wear straight legged trousers.

Specialization Marks They appear in the color of each soldier's combat duty.



Communications



Cooking and Housekeeping



Staff Officer



Medical Corps

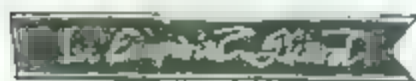


Police



Mountaineer

Right Armband



In the case of detachments organized by AKD member countries, the name of the country sometimes also appears. There are two types: *see here*

AKD Ground Troopers

AKD Terrestrial Forces

"Weaponry" with the rise of the mortar headd, the Terrestrial Forces (TF) no longer directly engage in actual battle, but it remains a necessary military branch since no one mortar headd could ever gain control over the vast territory of the AKD. The TF is in charge of land, sea and air operations. Its air and sea forces consist of Panzer digs and supersonic fighter digs. They are assisted in their large scale operations by Starfleet, resulting in close relations between these two branches of service. The AKD's total TF combat force comes

to 800,000 troops, armies and divisions of which have been garrisoned in the major member kingdoms. Each member kingdom also has its own armed forces, but these troops are maintained as reserve armies serving as border guards. These reserve troops are not officially part of the AKD armed forces, but they are huge in number and essential to the AKD's defense, no matter how sophisticated the art of war has become.



Officer's dress cap

Lined with the combat duty color (see the page 70)

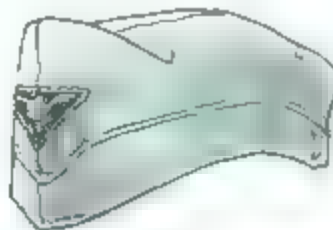


Open collar dress

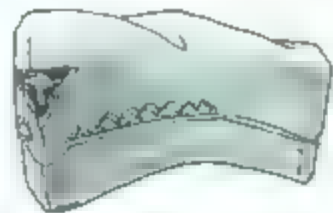
A collar and necktie are required

Military Hair Styles

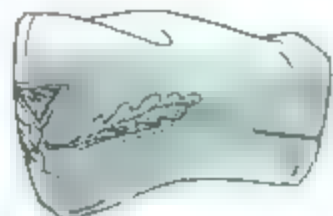
There are no regulations concerning hair style. Long hair styles, even a meter long, are tolerated but no soldier in his or her right mind would wear such a style at the front. However, once at the front the absence of barbers tends to cause unruly hair styles. In that case, the only alternative is to tie it up in some way. Since the AKD is made up of many different races and ethnic groups, hairstyles range from dreadlocks to straight back like in the illustration, to butch-cuts.



Enlisted Man/Non-Commissioned Officer



Lieutenant



Colonel



General

Informal Dress Caps

Worn more frequently than the full dress cap, even among commissioned officers. The appearance differs according to rank as shown below. The same for Starfleet.



Uniforms

The soldier in the illustration is a private in the Terrestrial Forces. He seldom wears a helmet, and he is free to wear boots of his own choosing. All he needs is his weapon and he's ready for duty. There are times when he needs an additional cape or coat.

FEMC & AKD 2992

The Far Eastern Mirage Corps (FEMC) and the Amaterasu Kingdom Demenses (AKD) Armed Forces (As of J.C. 2992)

Amaterasu Dis Grand Eydas IV

King of Grees, emperor of the Ten Eastern Allied Kingdoms, chief executive of the planet of Delta Belun, head of the Divers Para-Guild, and 84th heir to the Amaterasu family

Divers Para-Guild

Mell Sacher

F.U. Rogner

King of Babiron, grand duke of the AKD, supreme commander of the three branches of the AKD armed forces and the FEMC.

The Ten Eastern Allied Kingdoms

Aisha Codante

Princess and Chancellor of Grees, commander-in-chief of the three branches of the AKD armed forces.

AKD

Governs 47 kingdoms, including the Ten Eastern Allies, and 72 territories, including public domain and dominions.

Amaterasu's Personal Troops

Far Eastern Mirage Corps (FEMC)

[Flagship U-1 Bell Creal]

[Escort U-4 Dola]

Mirage Divers

Mell Zoom
White Luchs
Ganna Skipper
et al.

FEMC Combat Force

One regiment
Combat and Mirage support troops

Mirage Knights

F.U. Rogner
Aisha Codante
Landwand Spacom
Lie Ex
Spector
Dippa Dorops
Hind Kill
Leopard Chrythans
Vrazen Sic
Poesche Nomien
Sharie Randers

Bjornorn Corlala
State Ballo Kaedia
Nu'suoad Graphight
Iemarah Lout Jajas
Mishalu Ha Lonn

Sixteen members
Twenty-nine mortar-heads

The Three Branches of the AKD Armed Forces

[Flag Ship U-2 Alignment] [Escort U-5 Dir Lans] [Escort U-6 Mil Cig]

The AKD Palace Guard

The Gods Order of Knights
Fifty members
Sixty-eight mortar heads (B.Temples)
Five Starfleet battleships

Starfleet

Five Fleets
[approx. 130 squadrons, 4 land divisions]
249 battleships
99 national guard battleships
300,000 active troops (800,000 reserves*)
*Reserves serve as border guards.

Terrestrial Forces

Thirty Armies
[80 divisions, 7 brigades, 60 regiments]
800 thousand active troops
(5.5 million reserves*)

Orders of Knights Under the Authority of AKD Member Kingdoms

The FEMC Mirage Knights rank above the AKD armed forces and act as commanders (as but Spector, of course) in place of Amaterasu.

AMATERASU KINGDOM DEMESNES

General Overview

The AKD Armed Forces, with the exception of the "border guards" of each kingdom demesne, constitute the unified army of Delta Beun active in the AKD's 47 kingdoms, 72 territories and 4 dominions and are bound under legal institutions set up by Amaterasu himself. The supreme commander-in-chief of this force is Amaterasu himself with F.U. Rogner acting as his second in command over the FEMC and the three branches of the AKD Armed Forces. Next in command is Aisha Codante, who is the field commander-in-chief of the three branches of the AKD Armed Forces. In other words, Amaterasu and Rogner hold the highest military positions, but are not involved in actual operations. The AKD Armed Forces are totally volunteer services recruiting their members from any person who wants to attain AKD citizenship and permanently reside on Delta Beun. The minimum term of service is two years, followed by enlistment in the Reserves and attainment of the right to live in the AKD. Permanent residency or full citizenship are granted to such persons who have shown bravery in battle or have chosen a career in the military. Citizens of other AKD members who desire to study or work in

Grees or on the Floating Temple must meet a number of rigorous standards to enter the Imperial Guards Division. After two years of service enlisted soldiers are given the rank of private first class and can be promoted to non-commissioned officers (rank of sergeant) after an additional four years of service. The most able among them are given the opportunity to attend officer schools and after graduation are promoted to the rank of first or second lieutenant. All graduates of the military academy and other officer schools are given the rank of second lieutenant. All members of the AKD Armed Forces are required to swear allegiance to their respective countries, the AKD and its citizens. Members of the Imperial Guard Division and the Gods Palace Guard must also swear allegiance to Amaterasu himself. Those who break these oaths are subject to court martial where the worst offenders are sentenced to death before a firing squad. The FEMC members are required to swear allegiance only to Amaterasu, and death is the only fate of anyone betraying that oath. The Mirage Knights are not required to swear allegiance to the citizens of the AKD.



The AKD Emblem

The silver dragon is holding a book and a sword in the claws of each foot. Around the dragon are the flags of the forty-seven AKD members and the Amaterasu family coat of arms. Below the dragon is the AKD's international color insignia. Among the eleven flags in front of the dragon, the uppermost is that of Grees; below it to the left is that of Kabi-on; the large one in the middle is the Amaterasu family coat of arms; and to the right is that of Lumors in the Territory of Me-ka. Moving to the next row on the left there are the flags of the Babylon dependency of Cui and Shaker in the Territory of Cythara; the larger one is that of Cross in the Cross Mirajet in the Codante army demesnes and Passport. On the lower row to the left there is the flag of Passlok in the center that of the Alowright dukedom; and on the right that of Mu-saighica. You've probably already noticed that the flags of all the Amaterasu kingdoms contain the triangle water chestnut mark. On the wings of the dragon there are six blue shields, each shield containing four AKD member country flags. Thus accounting for twenty-four. Below the wings the inner shield with two flags each accounts for more by giving the total to 47 (include the border to 47). The two shields of two flags each on the red and green borders represent the four dominions on other planets. The flags of Jukrooms and Ed-Ed are not included in the emblem.

The Five Star Stories VIII



Mamoru Nagano is a storyteller whose narrative style arose strangely enough from his background in the design of character and robot animal on for television. The unique characters and mechanical devices that flow out of Mamoru's pen are always in line with the latest mode, which is why they always hit the market in such sensational fashion. His peculiar touch with the pen stems technically from a blend of traditional Japanese ink brush techniques and whatever is happening on the graphic art scene at any particular time, while compositionally his work stems from various fetishistic tendencies. The following is a chronological account of Mamoru's career.

Artist, comic writer, musician, designer, and Macintosh recluse Mamoru Nagano was born in the city of Maizuru, Kyoto Prefecture in January 1960. In 1984 he made his animation debut as the character designer of the TV cartoon *Heavy Metal L-Gaim*. His first comic, *Fool for the City*, was published in *Newtype* magazine in 1985, followed by *Five Star Stories* serial, which began in 1986. Five stories were completed by 2000, then in spring 2001 *Story #6* was begun. *FSS* was first published in paperback by Katoakawa, which released 11 volumes with a total sales of 7 million copies, marking it as a popular long series among Japanese comic fans. The author's latest work is another animated series entitled *Brain-Powered*. Much of his work is under copyright of and being published by his own company, TOYSPRESS, Inc.

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Translated by
John Wisnom

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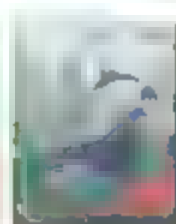
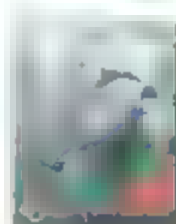
A Vast Tale Promising to Straddle the Centuries

Five Star Stories Vols. IX-X



In an espionage mission to Fort Chiburn in the U-thu Republic on the planet Both, swordsmen sage Dougulus Karen is detected by a very alert Michael Lester, who blocks the spy's escape and all but obliterates Karen's falima Auxo. Karen flees to an anti-government guerrilla camp at the mining village of Tyxaihigh and is pursued by Republic headhunter Mayu Sukat in his powerful mortar head. The Zakker filling in for Auxo as Karen's partner on his Schpedor is none other than Lachesis' sister Atropos, who had been posing as the leader of the guerrillas. After defeating Skal Atropos pledges to spend the rest of her life trying to realize a falima's full potential free

of legally imposed physical and mental restraints, and after the battle disappears. Meanwhile, Karen's Auxo is brought back from the dead by Chrome Ballanche's protege Prisen Corks, with her memory miraculously intact and is reunited with Karen.

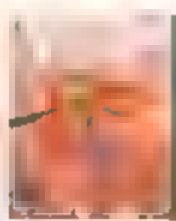
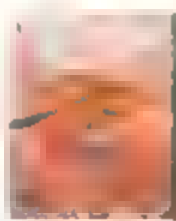


Five Star Stories Vols. XI-XII



After a flashback to the time when Larios Sopp and Chrome Ballanche first met and their encounter with swordsmen sage Dimos Hahraiki, the stories turned to the Kingdom of Taika, doomed to war and tragedy for thousands of years in another universe but promised by Amaterasu that he would send his daughter to end the violence. Co us Dis Vice then made a brief appearance before we were swept off to Delta Belun and Amaterasu's woes concerning his mother, who also paid a visit to Lachesis. Volume XI then ended with Sopp and Ballanche at their last meeting before the good doctor's death. Back to Kastenpo on the planet Both, after the Bishop isn't satisfied with the twenty-eight previous opportunities to experiment in military mayhem. Looking for one of the Galaxy's Big Three to "test", he has the ninja spy kidnap

Aisha Codante's falima to lure Mirage Knight #2 into the bait field. Kibarkan's Cardinal Muse van Reyback decides to shed his holier-than-thou attitude and bring the Bang Doll. As for the attempt by Iler's monitoring station to escape with newly discovered mortar head data, a royally P.O.'d Thunder Dragon puts on a spectacular aerial demonstration in a statement to the Galaxy that nobody is to use the unrestricted lawless region of Kastenpo as a weapons testing ground ever again.



Five Star Stories Vols. XIII-XIV



The Emperor of Delta Belun decides to take a leave of absence to visit Kastenpo on the planet Both. On the bus ride, Sopp hears the well-known folktale of the "Water Dragon," in which a young princess gives up her most treasured possession to save her kingdom from an army of devils. Then the bus is attacked by a secret mission led by Diver Di-Barrow in search of the dying LED Dragon, and Sopp is mortally wounded. Meanwhile back in Delta Belun at the Floating Temple, its commander-in-chief's departure has thrown the Palace into confusion, with headliners and diver's running amok and safety barriers of all kinds breaking apart. However, Lachesis, with a little help from Dougulus Karen and the

Golden Dragon, proves to all her ability to rule in Amaterasu's absence. Lachesis concludes the cause of the uproar to be some physical disruption at Amaterasu's end, so she sends the only available headliner, Joker knight par excellence Schaft at the helm of the virgin Jagd Mirage with even nullier Pallenon in the falima cockpit, to Kastenpo to check it out.



Warning:

Those readers who cannot for reasons physical, psychological or otherwise endure reading comics from right to left should seriously consider not purchasing this book and return it to the shelf.

The Five Star Stories



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MAMORI NAGANO

The Five Star Stories®

19

Written & Illustrated by
MAMORU NAGANO

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Dedicated to Fatimas Everywhere



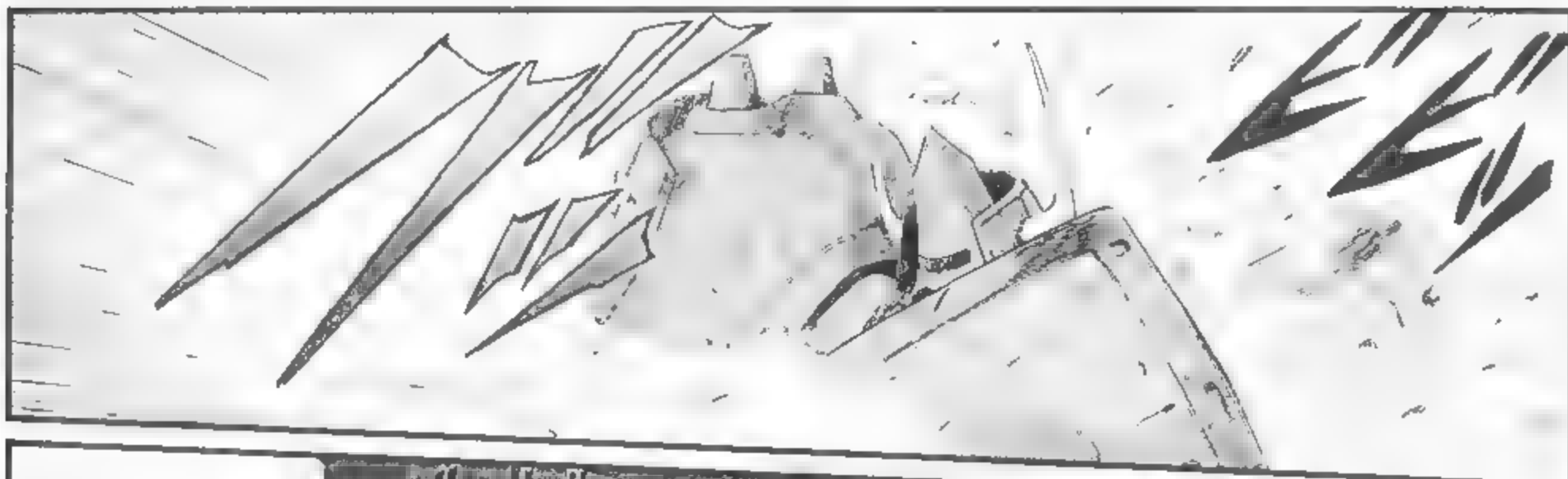
his is a tale of the god of light, Amaterasu, and his wife Lachesis, who emerged victorious from an era of wars that raged throughout four solar systems. It will also tell of the many bold and daring headdliners who battled courageously during those times, some victorious, some not, but always in the name of chivalry.

The Five Star Stories

VIII-2



In the midst of the escalation into a mortar headd confrontation between the Di-Barrow and AKD forces in Kastenpo, Allen Braford, the sad-eyed young headdliner devoid of purpose, luck and a sense of humor, is relieved of duty by Barrow after his fatima, Kyo, loses her mind and wrecks his mortar headd. Sopp finds the dysfunctional Kyo, is confronted by Braford, and ends up knighting him, just in time to have him rescue the three fugitives from the clutches of a completely Bosjathfort-possessed version of Barrow.



That son-of-bitch's
takin' us apart just
with the force of
the blade!!

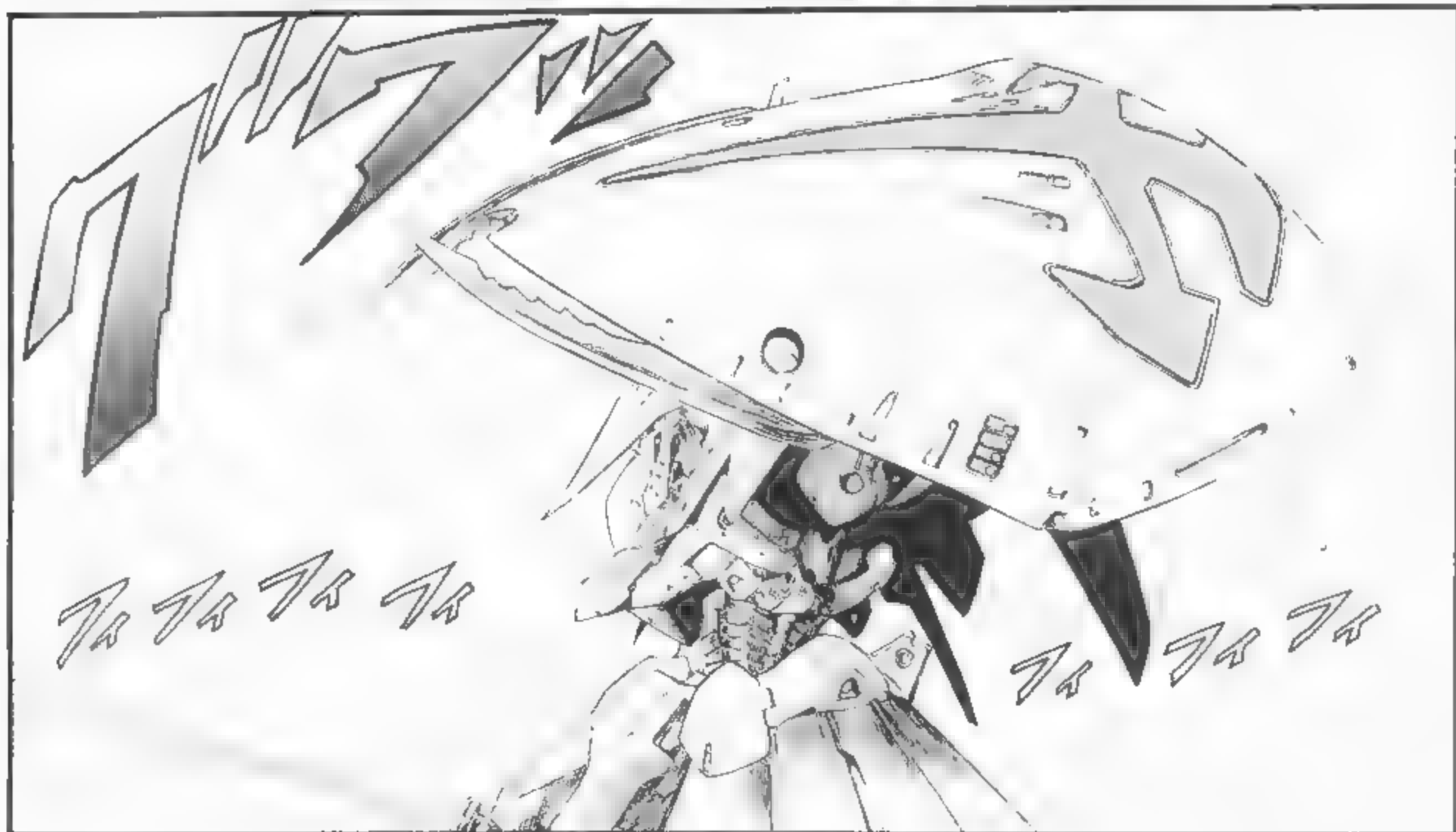


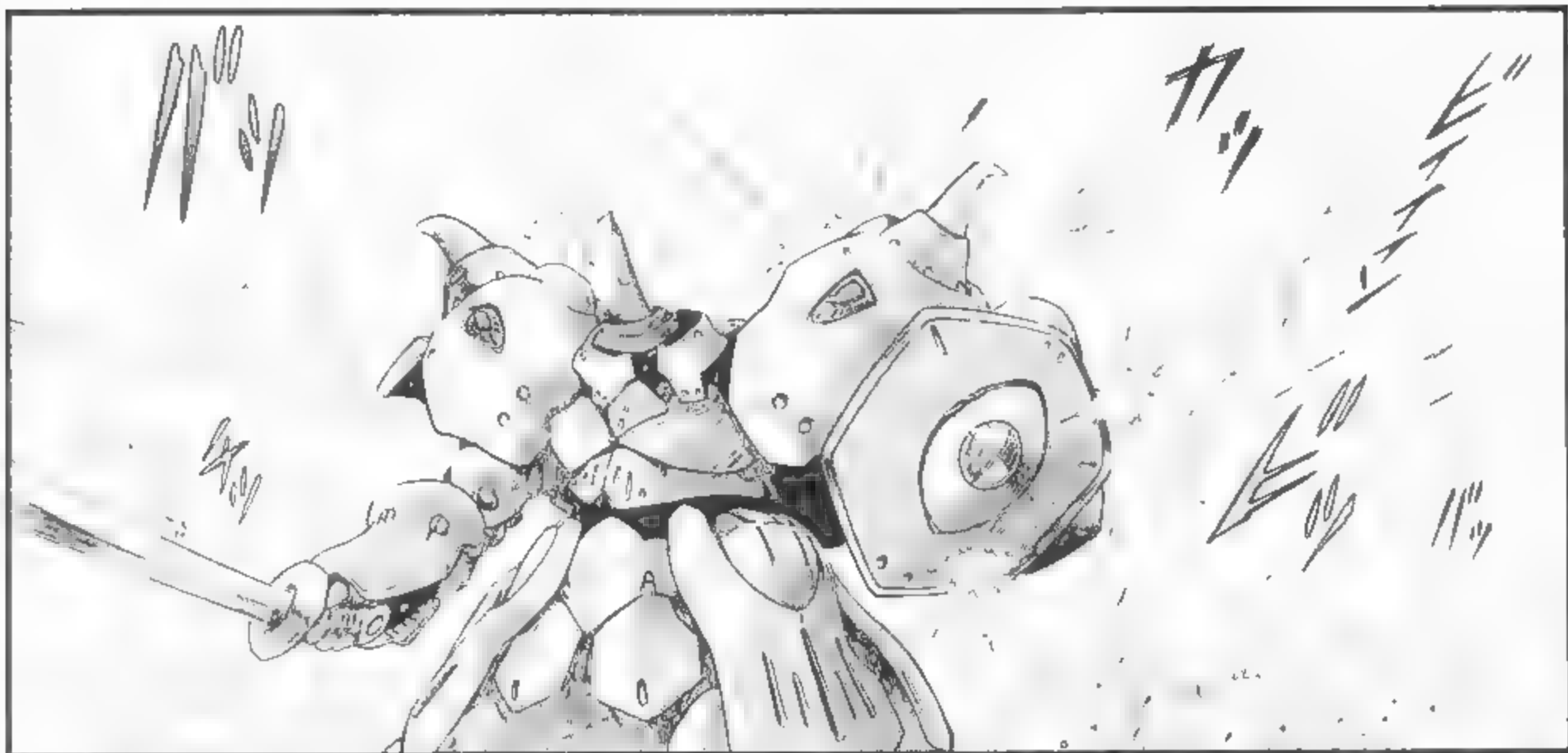
The veil's goin
to hell!!

Kclappa!! Power
battle mode!! The
spaad won't work!
Veil attack.



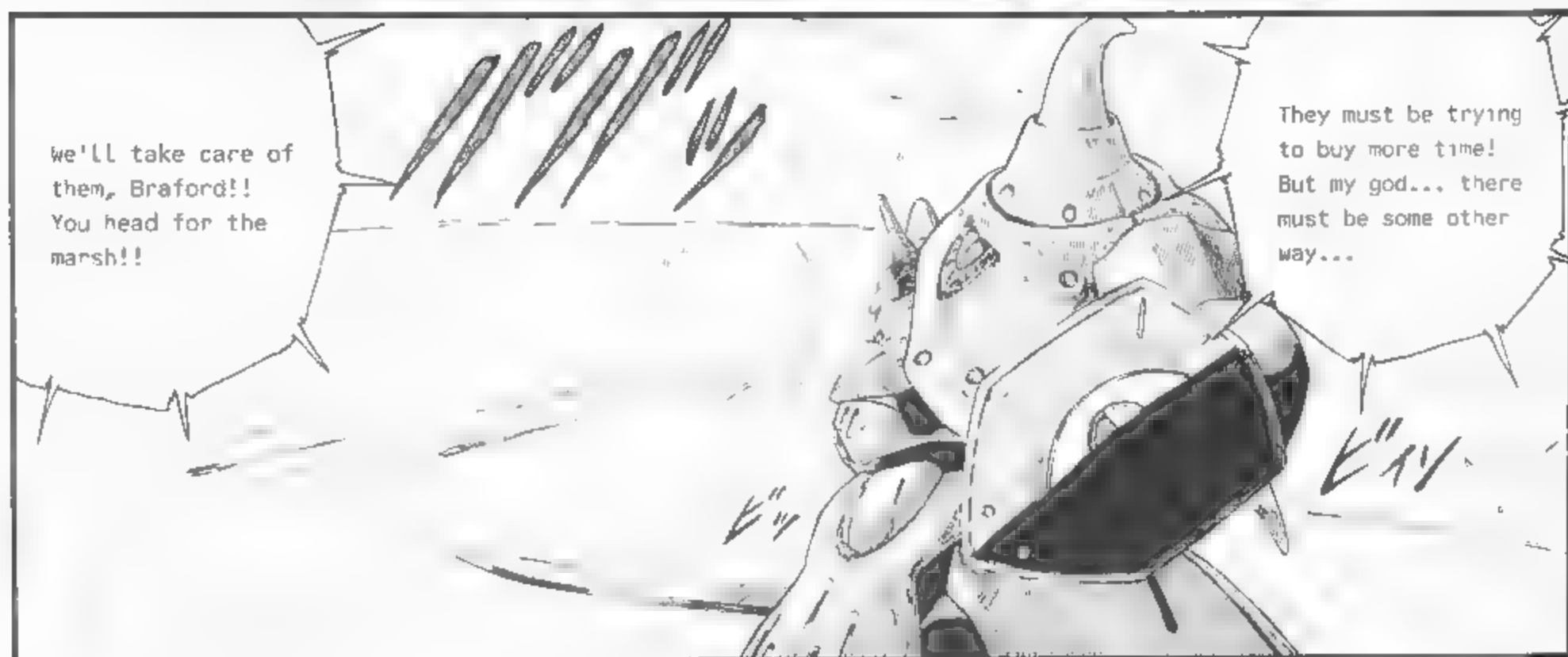
Two more MHs
approaching!! There s
no way you can handle
them by yourself!





Is this some kind of joke?
If so I'm not amused!!

What... the
Where did all the giant
mosquitoes come
from all of a sudden?



We'll take care of
them, Bradford!!
You head for the
marsh!!

They must be trying
to buy more time!
But my god... there
must be some other
way...



Nothing rash...
Stay in flight
as long as you
can!!

クッ クッ クッ クッ

Keep your
heads, boys!!

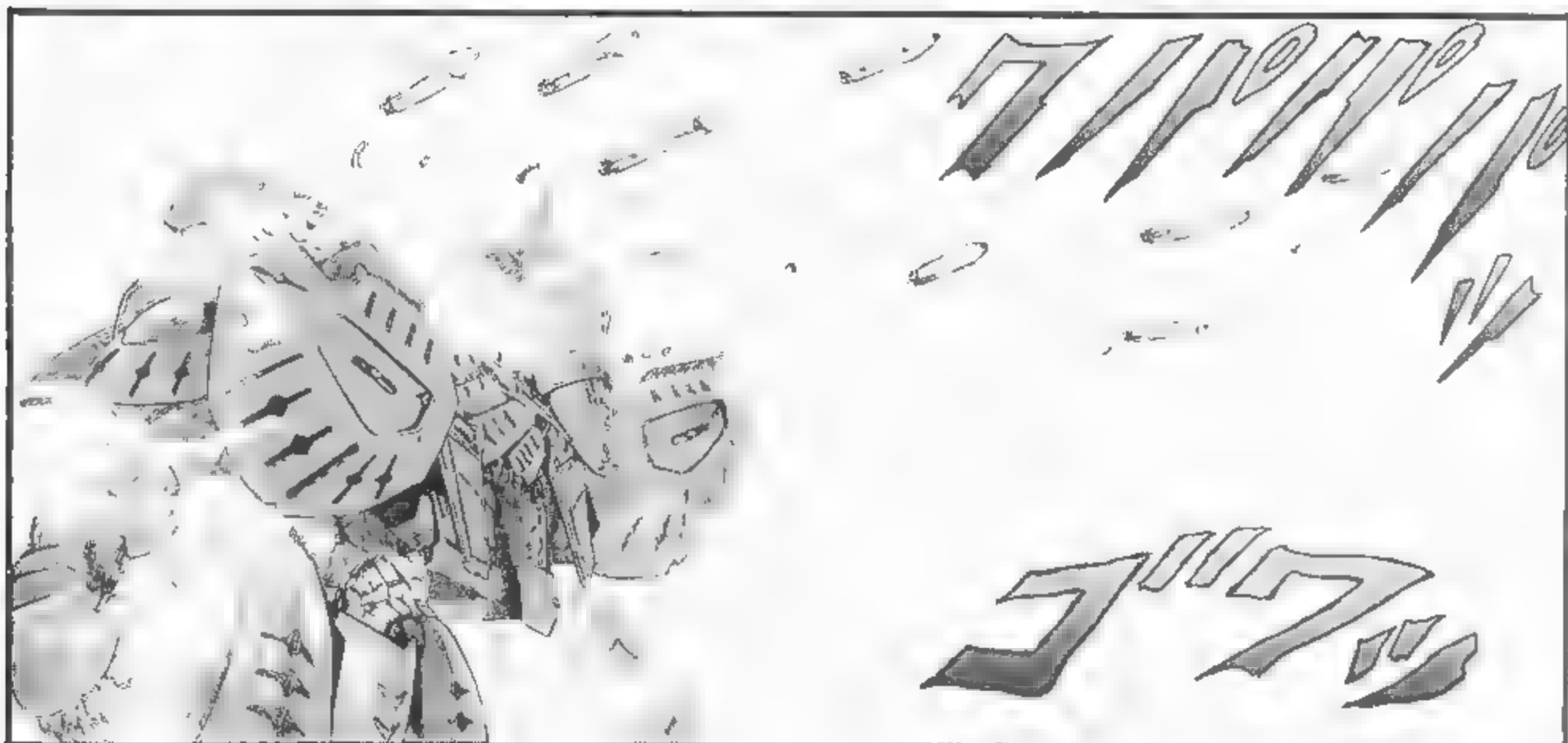


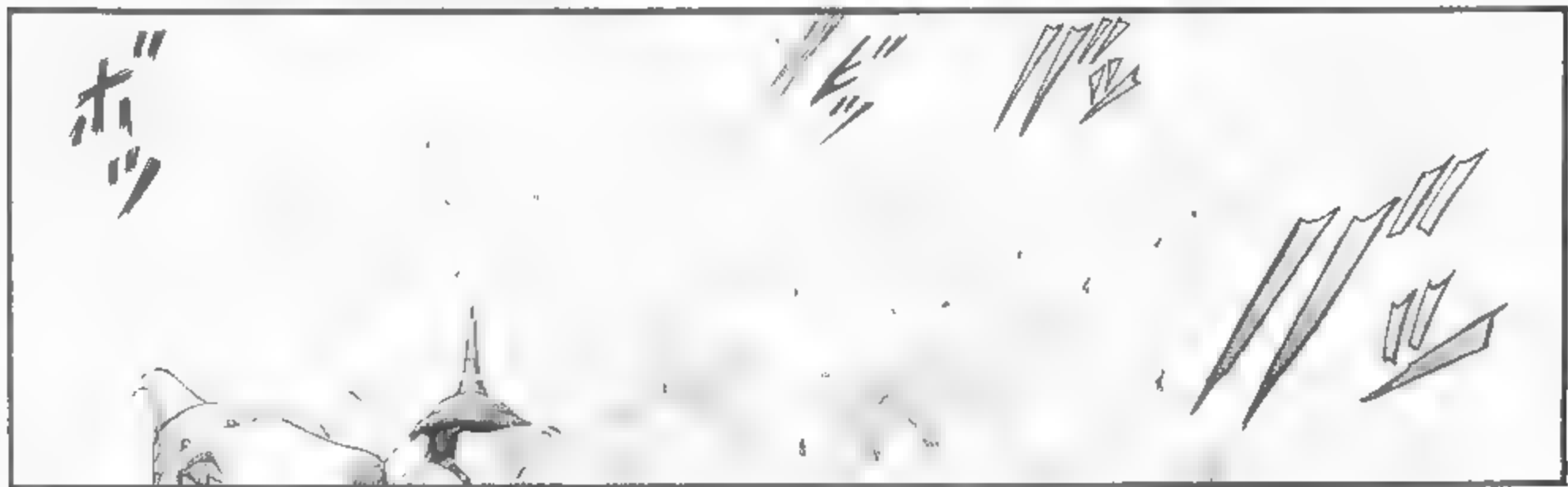
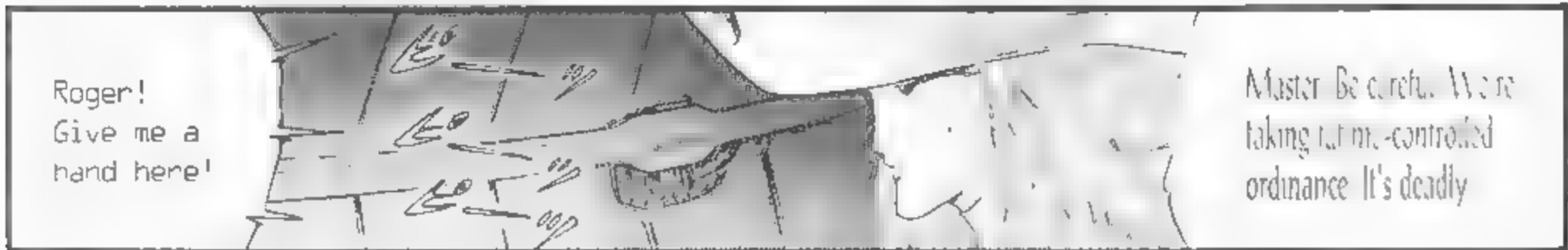
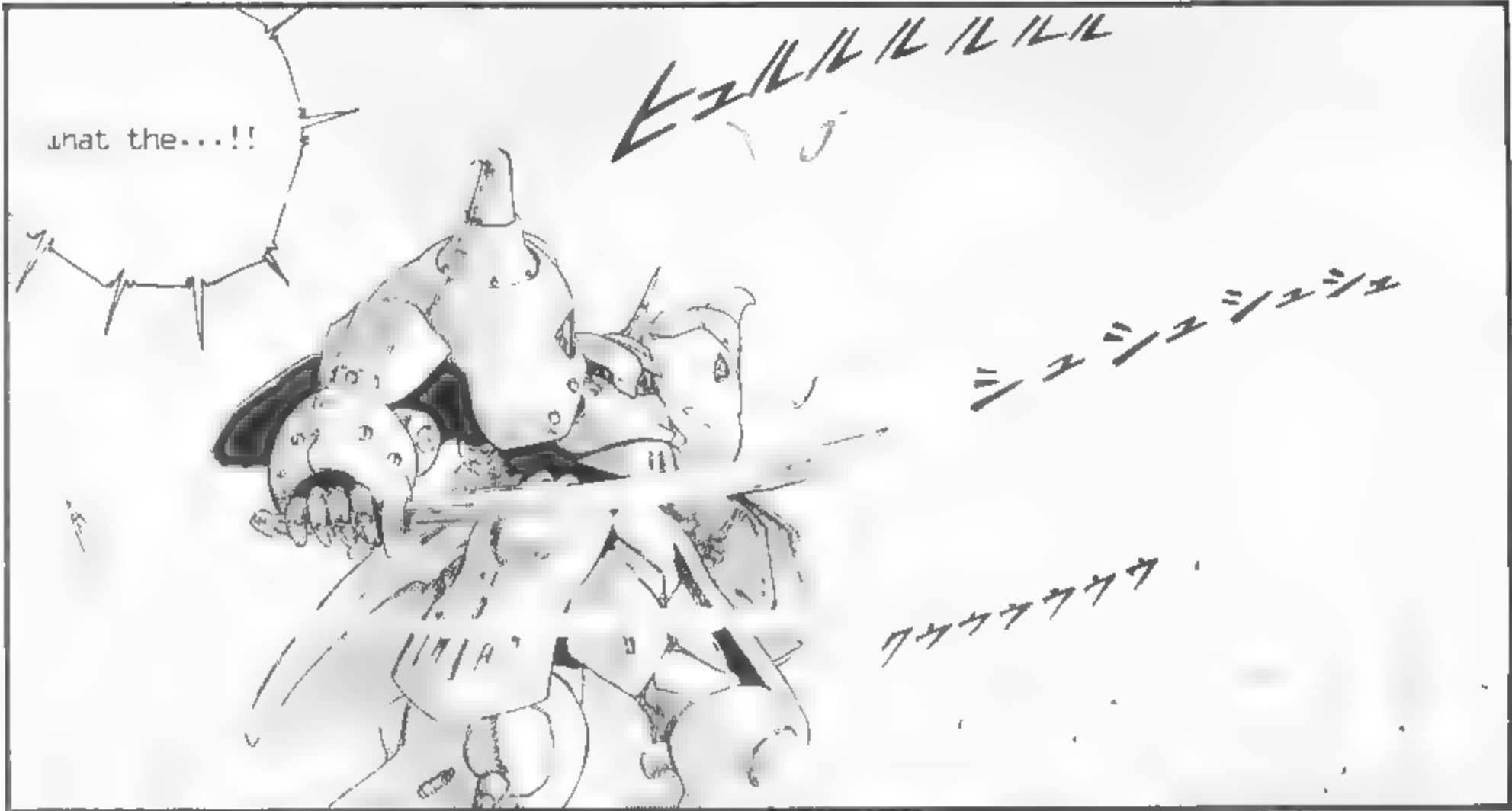
Enemy missile
are missiles with
delayed detonation
So, out of range!

Armored division!
Disengage momentarily!
Coming in with
artillery support!!



Haven't a clue
about just how,
though...





What have we
got here!...



Hmmm...
aaand... it's...
pointeeed...

Could it be...
a... concealed...

Distortion in
the air...
concentrating
over there...

Bingo....

ジジジ ジジジジ

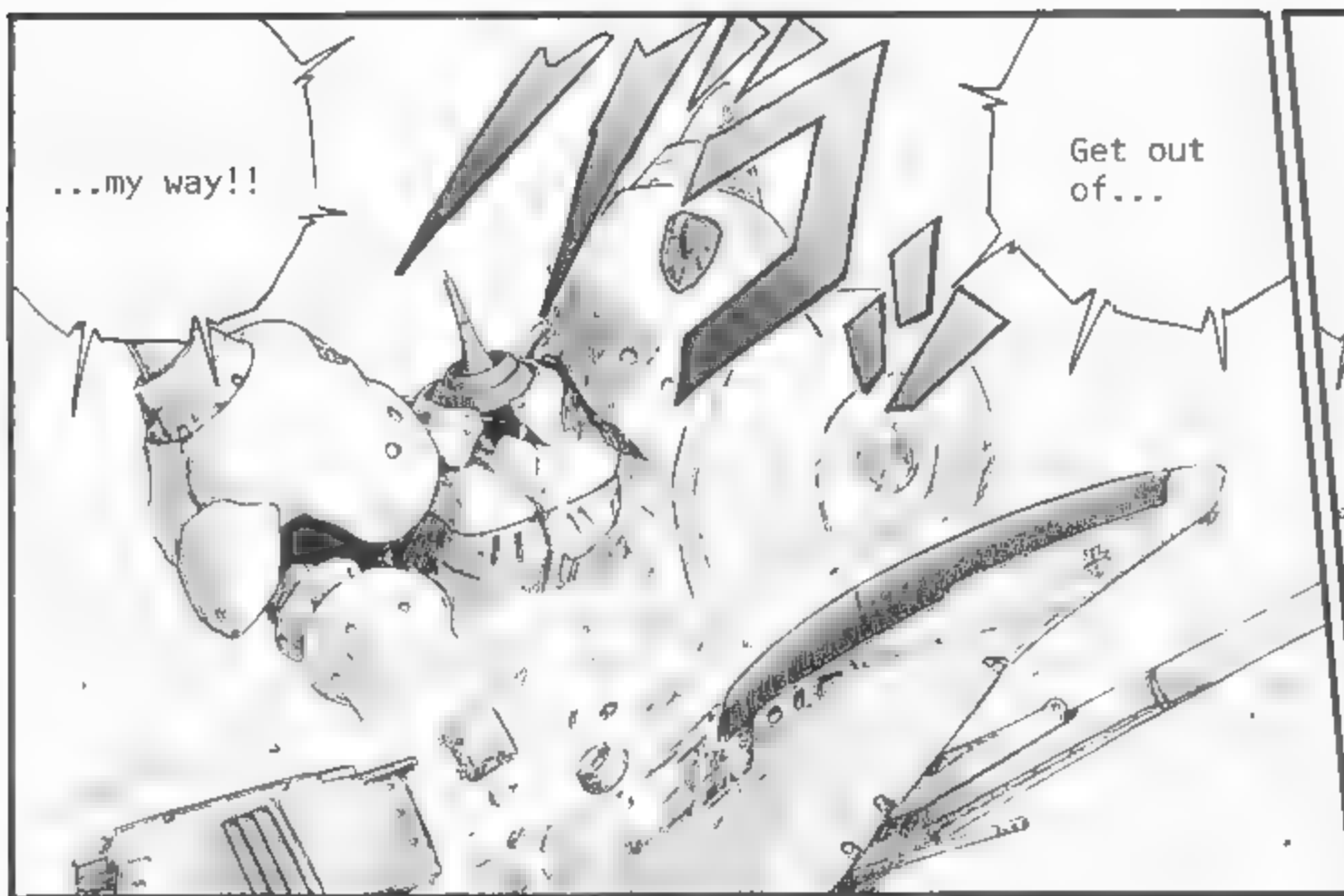
...robotic
camera,
perhaps?

ブオオオオオオオオ

We've found
the nymph!!

Good work,
Braford!!

アイアイアイ



...my way!!

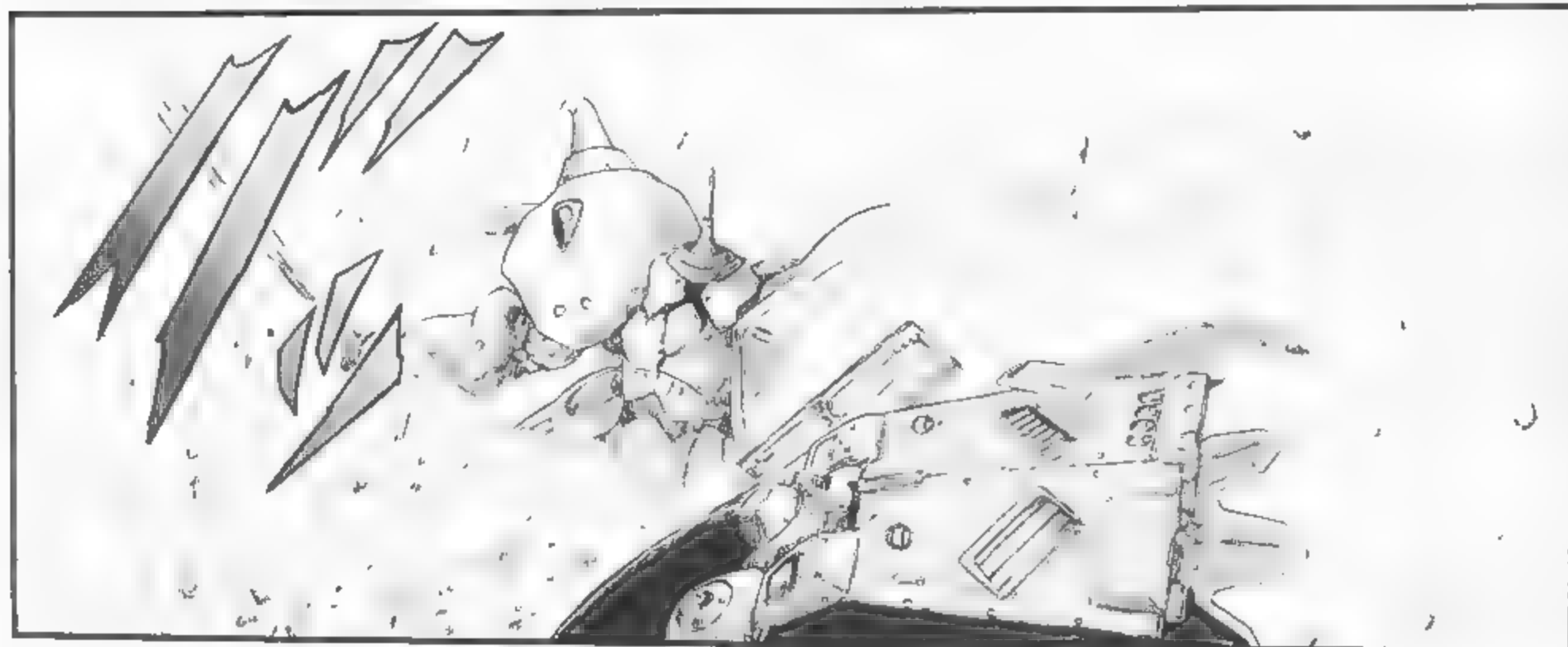
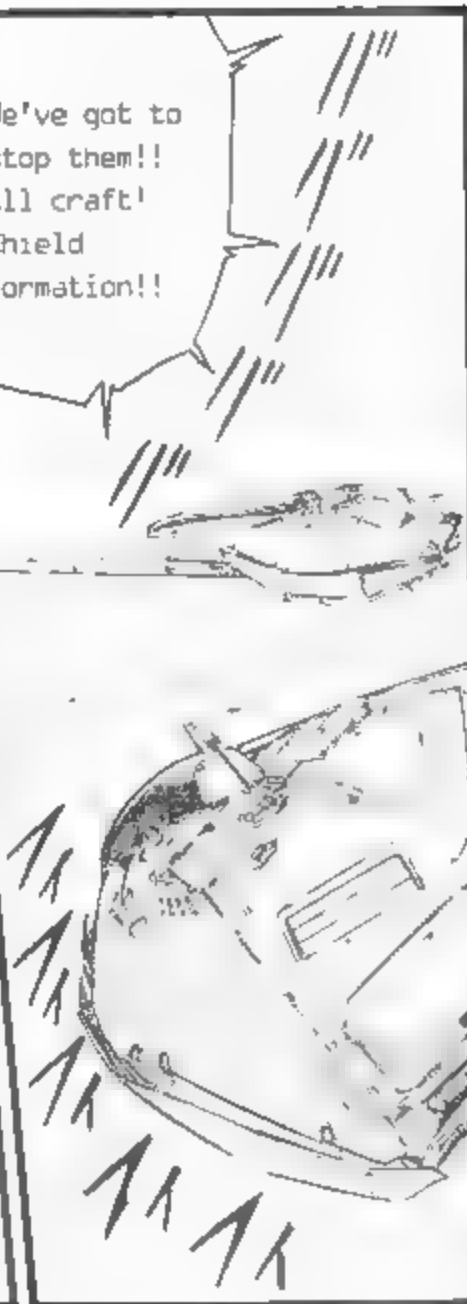
Get out
of...

We've got to
stop them!!
All craft!
Shield
formation!!



I'm going
to ram it!

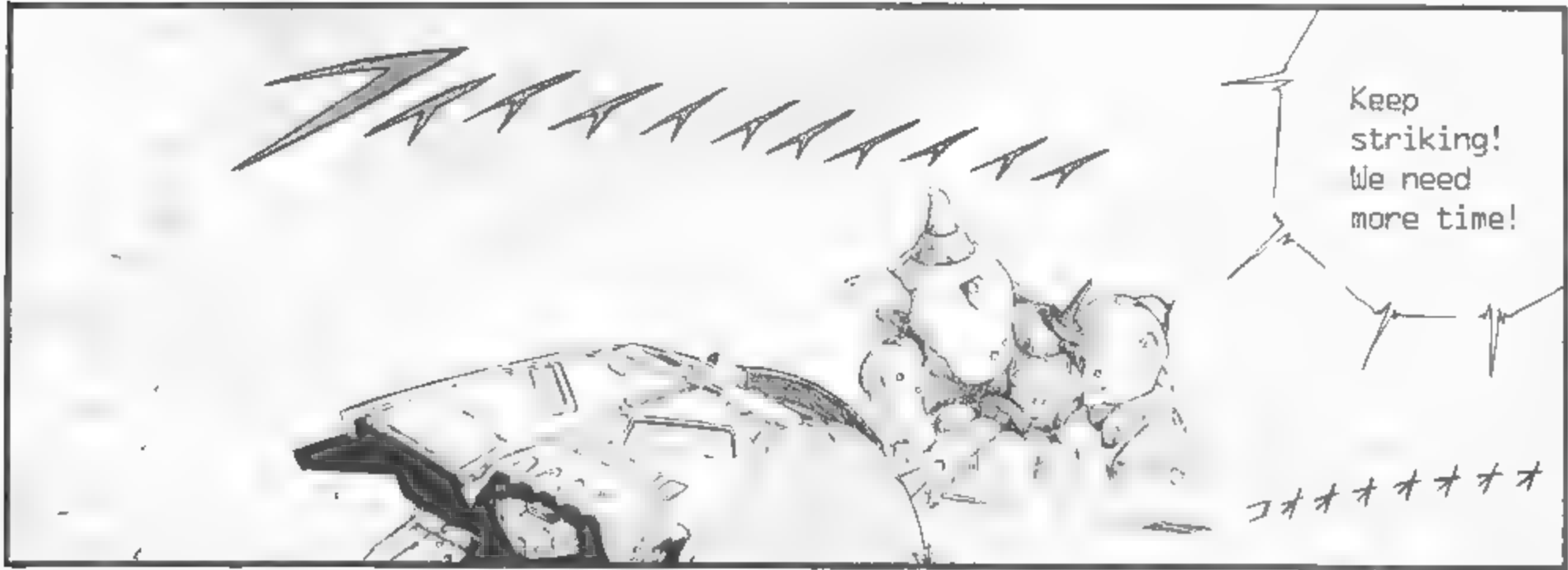
Back up
requested,
sir!!



Damn! Commence
certain bombing!
Main gunnery!

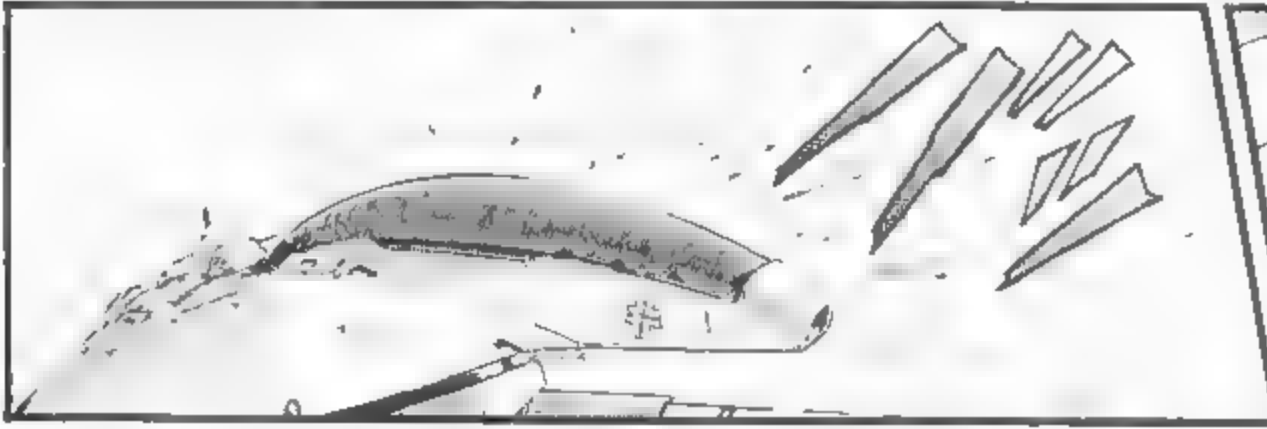
Tanks! Up again!
a mortar head!

!!

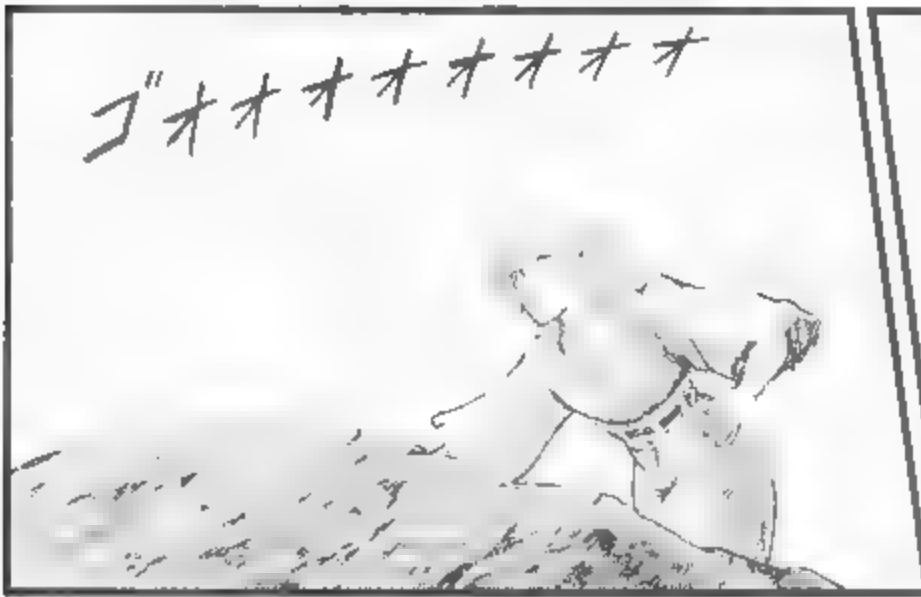
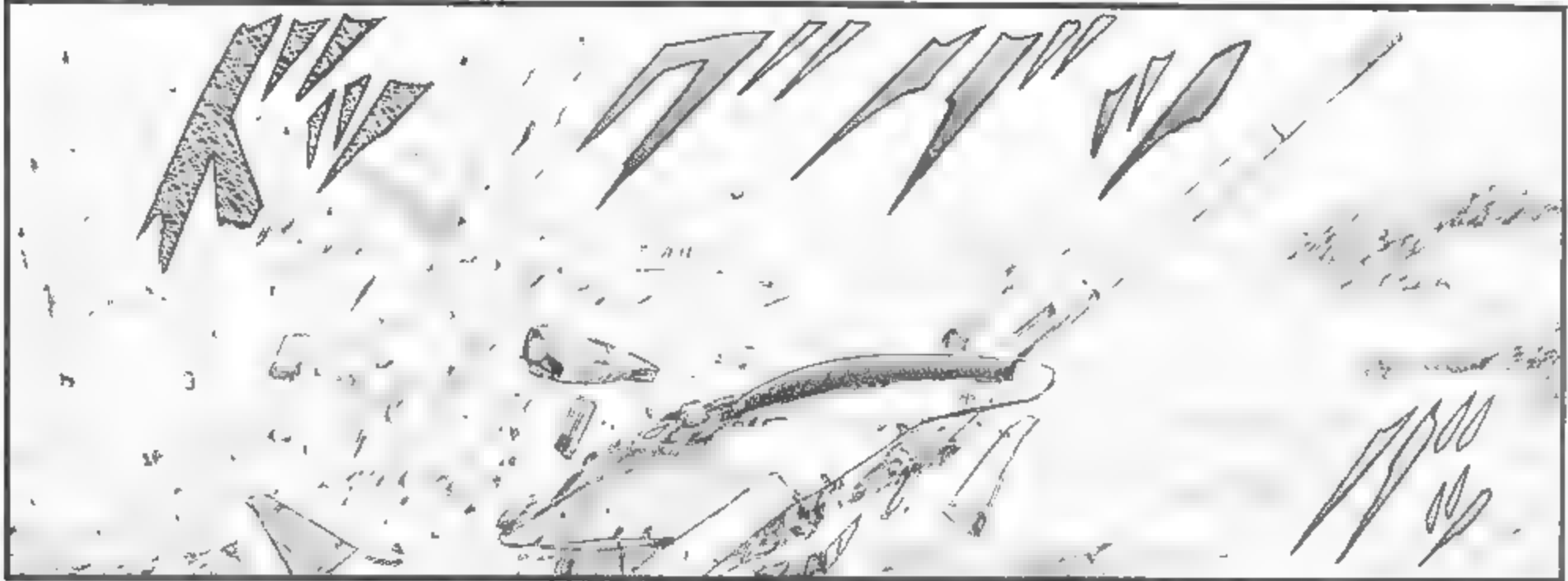


Keep
striking!
We need
more time!

ゴオオオオオオオ



You
imbeciles!



ゴオオオオオオオ



ハッ

Mr. Sora!

Retreat on the double!
Stop this insanity!

Col. Vasyuchenko!
Is that you?

Uuuu...
= / y ...
= / y = / y = / y

That... that voice...
His Majesty s...

Oh... It
can't be...

シ ャ ク ク ク ク ク ク

I'm done for...
anyway... Your
Majesty...

ズ
ル

Are you outta
your mind...
Vasyuchenko?

...to help Your
Majesty get as far
away as you can.

ゴ オ オ オ オ オ

キ ャ キ ャ キ ャ

I'm going to
explode this craft!
Use the fire and
smoke to...

Mr. Sore

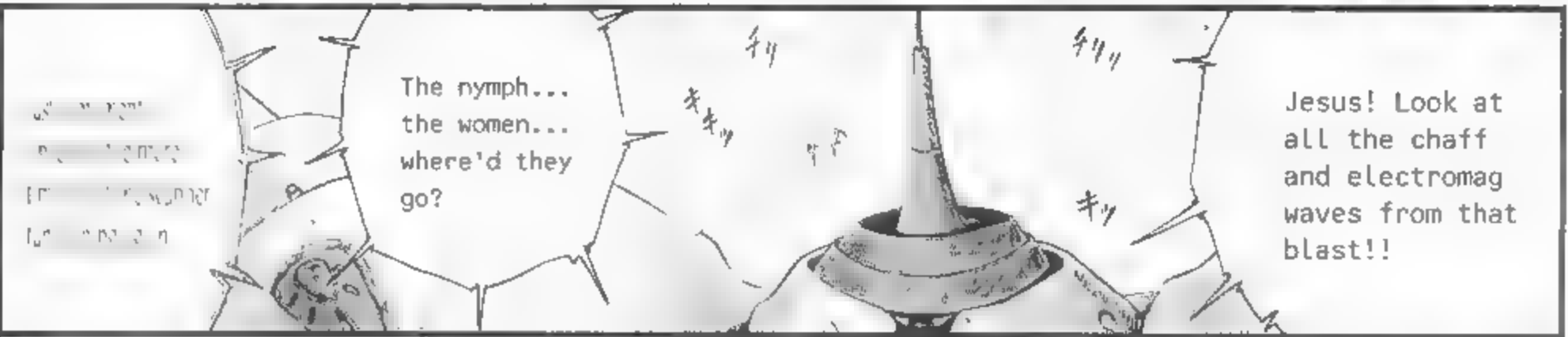
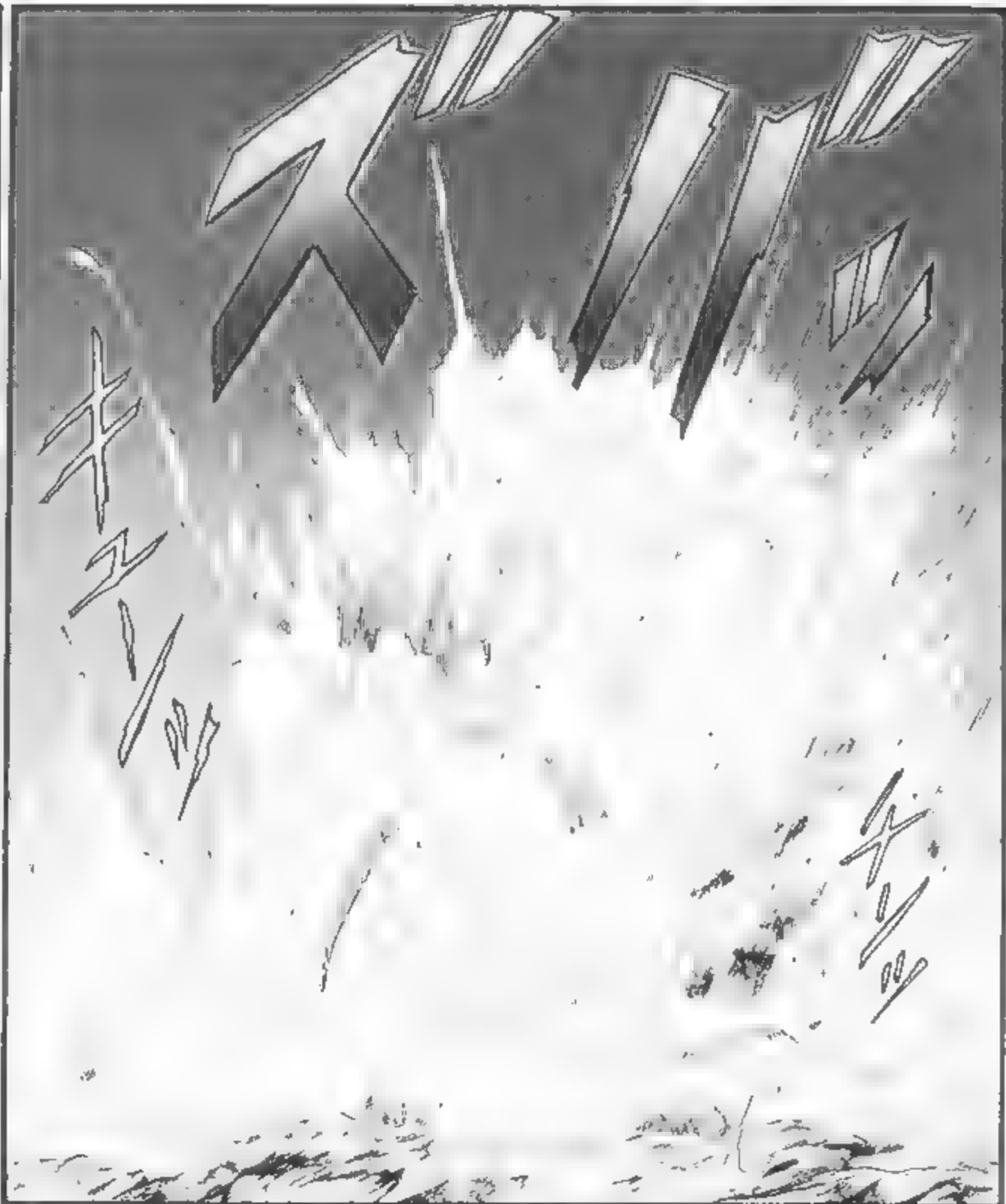
Vasyuchenko

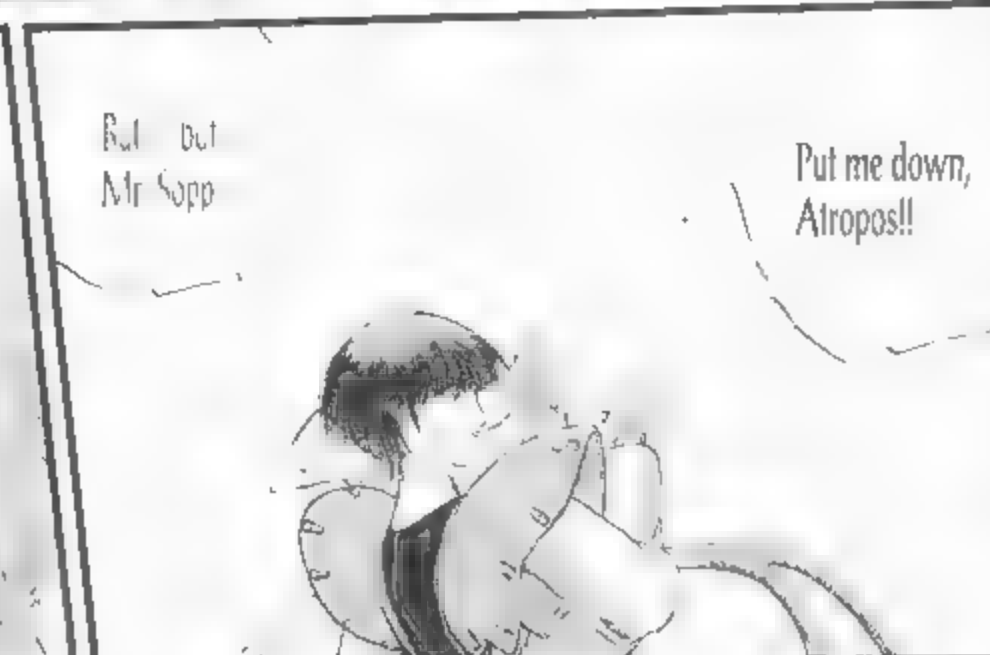
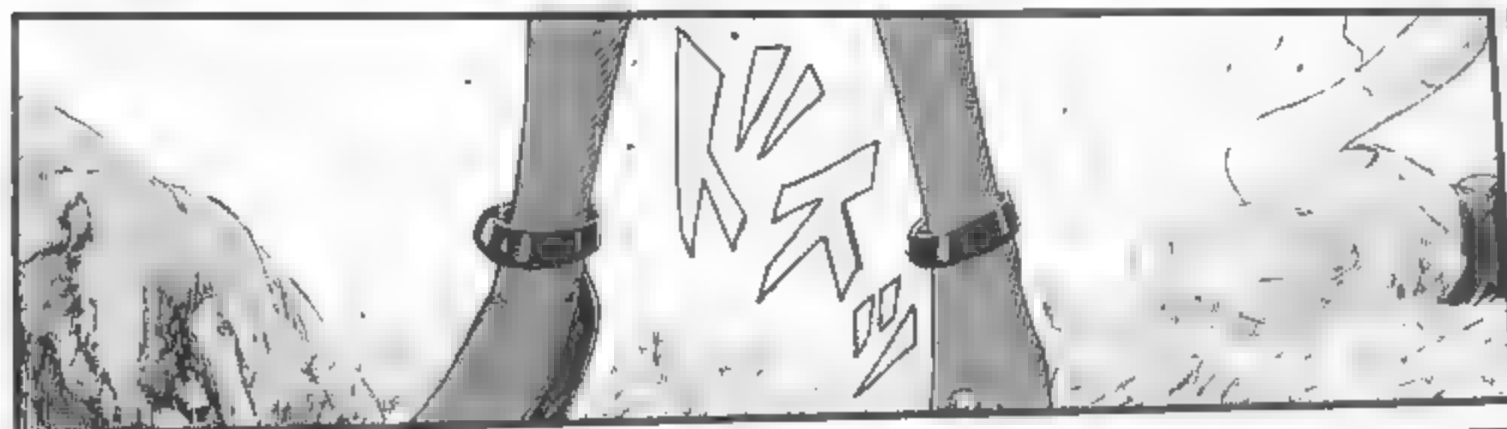
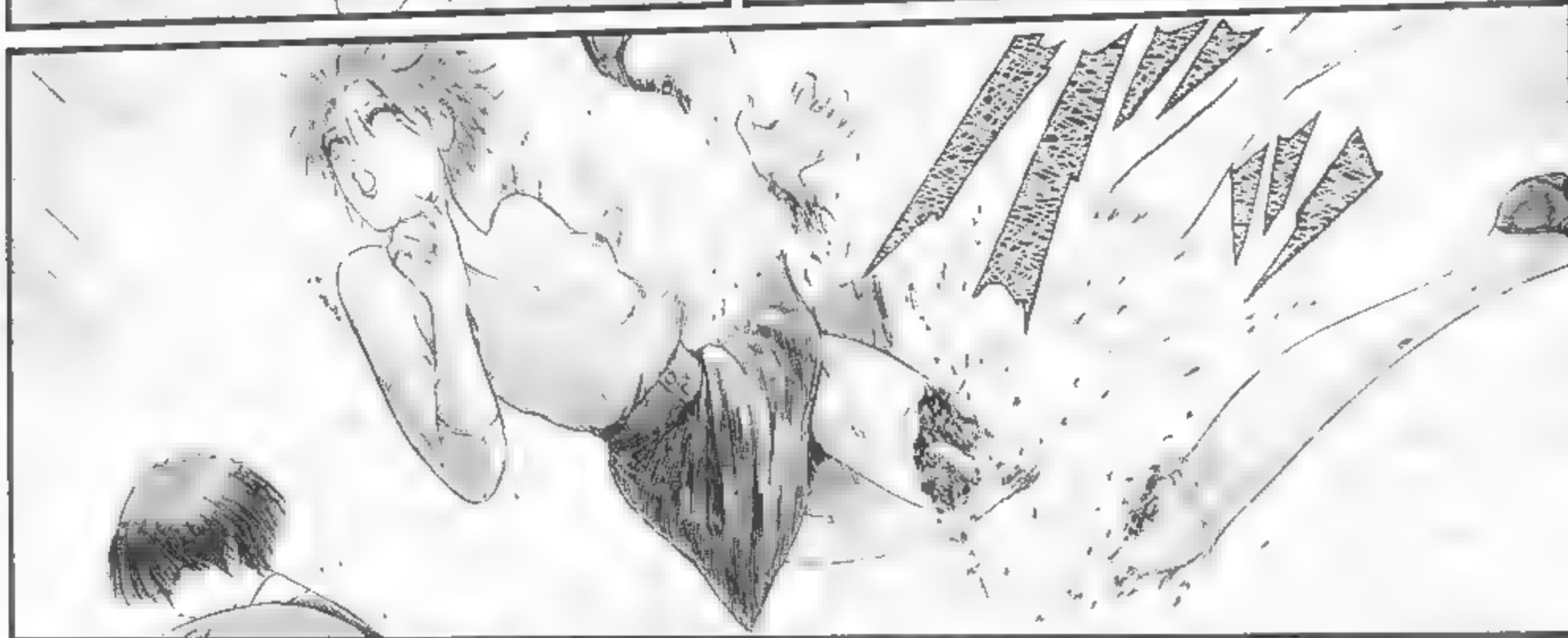
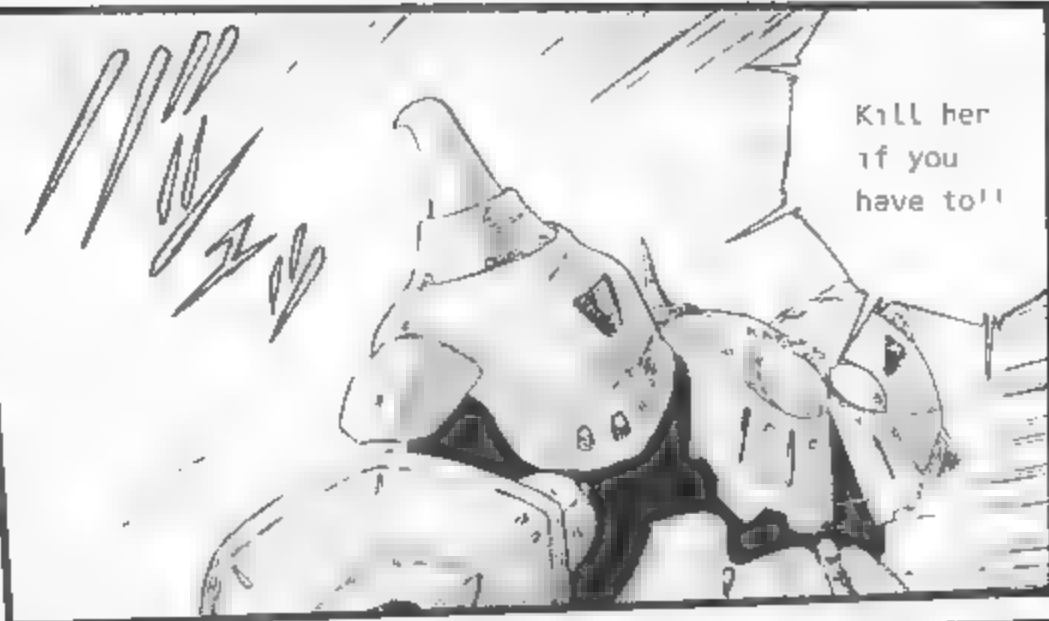
I'm sorry
but there's no
other way

ゴ オ オ オ オ オ オ オ

Mom...

シ ャ シ ャ シ ャ シ ャ シ ャ





Es
Eau k

And who
might you be?

Rabi

Es

Es

Es

Es

Es

Es

Es

Es

Es

Es

Es

Es

Es

Es

Es

Atropos
Attend to her...

Es

Es

One of Rogner's
agents...

Es

Es

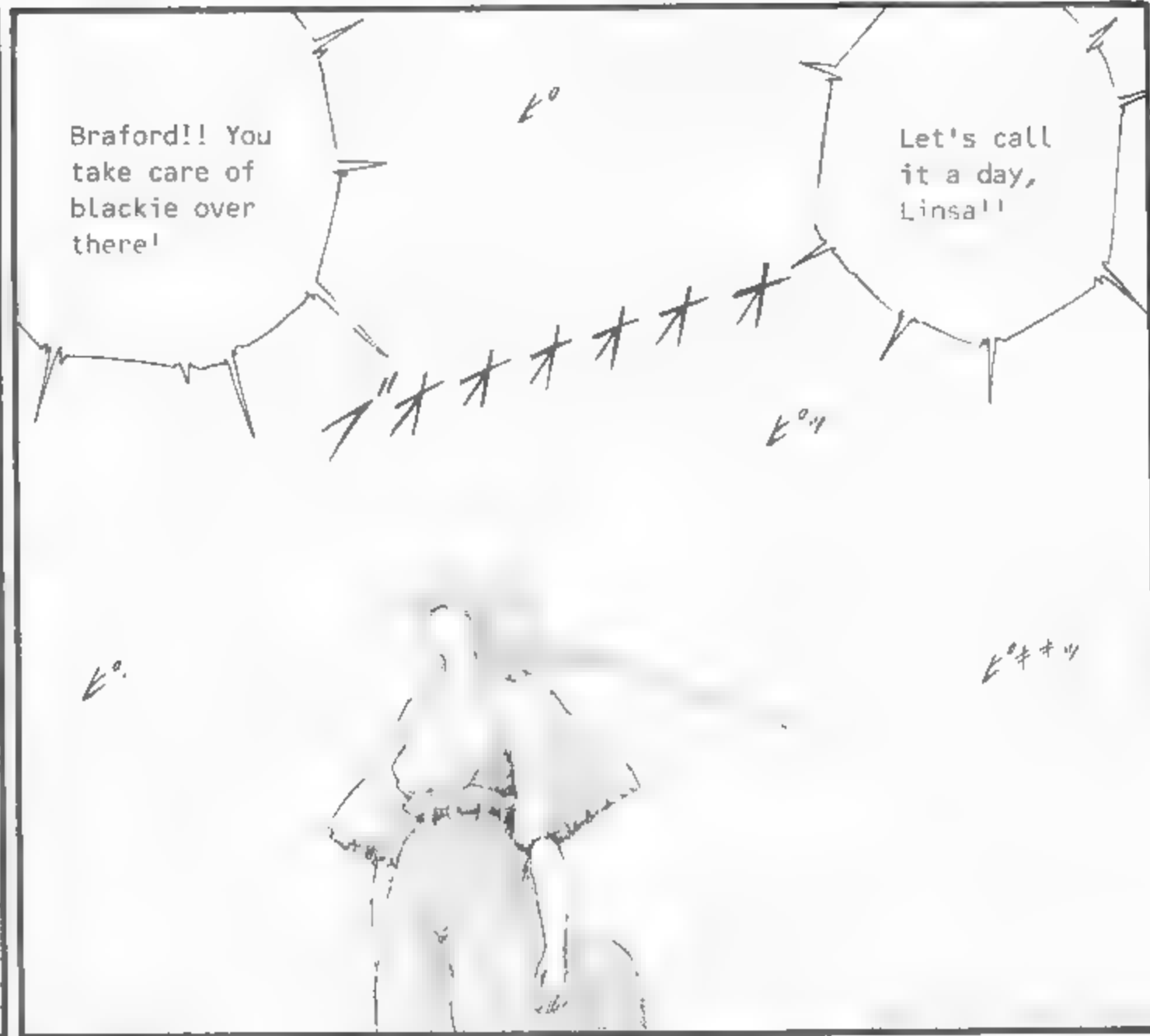
She's a
headliner...
so I think she'll
pull through...

I'm going to
have to put her
into suspended
animation... for
the time being

Your...
Mastery...

Es

Es...



Braford!! You
take care of
blackie over
there!

Let's call
it a day,
Linsa!!

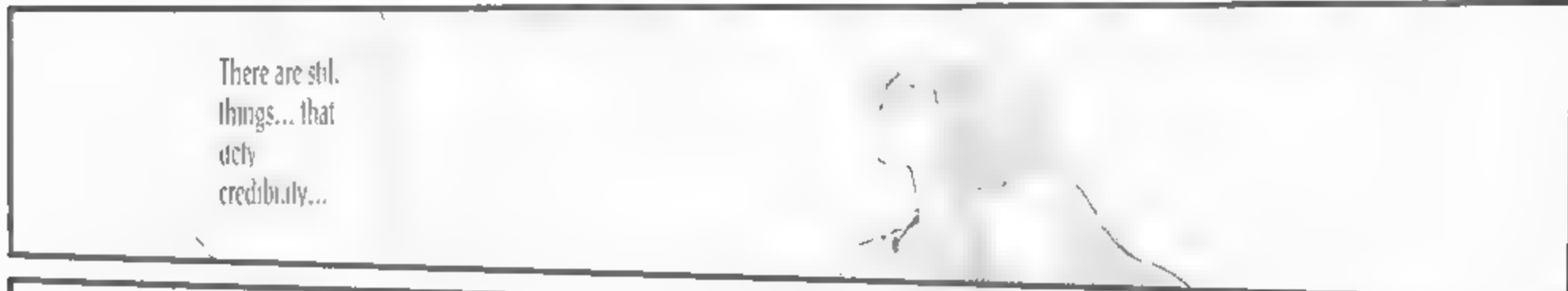
We still have a chance!
Don't give up! We'll fight
alone if we have to!



ズンズンズン

Master
Percent

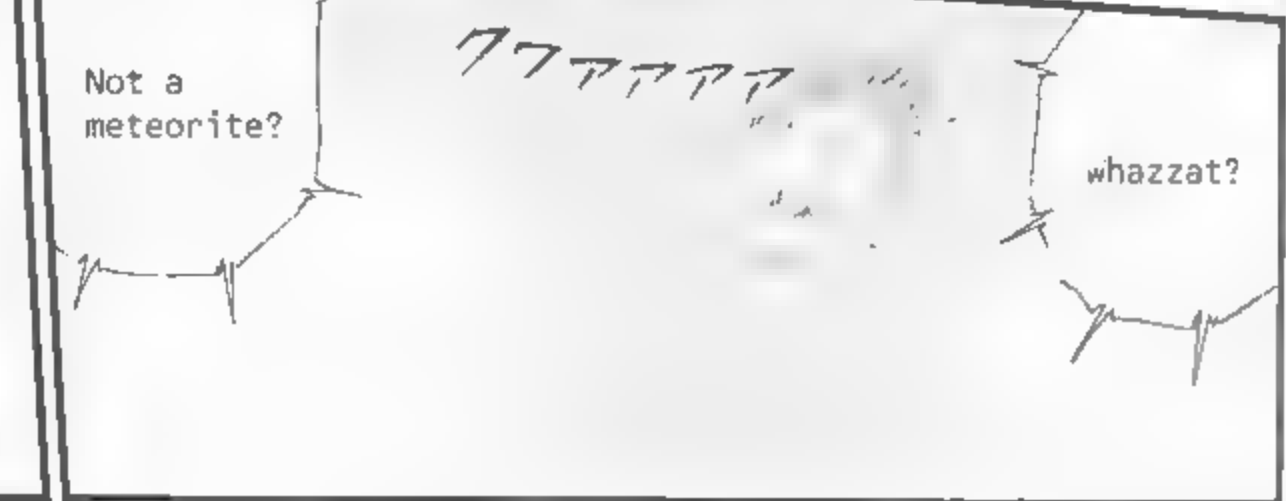
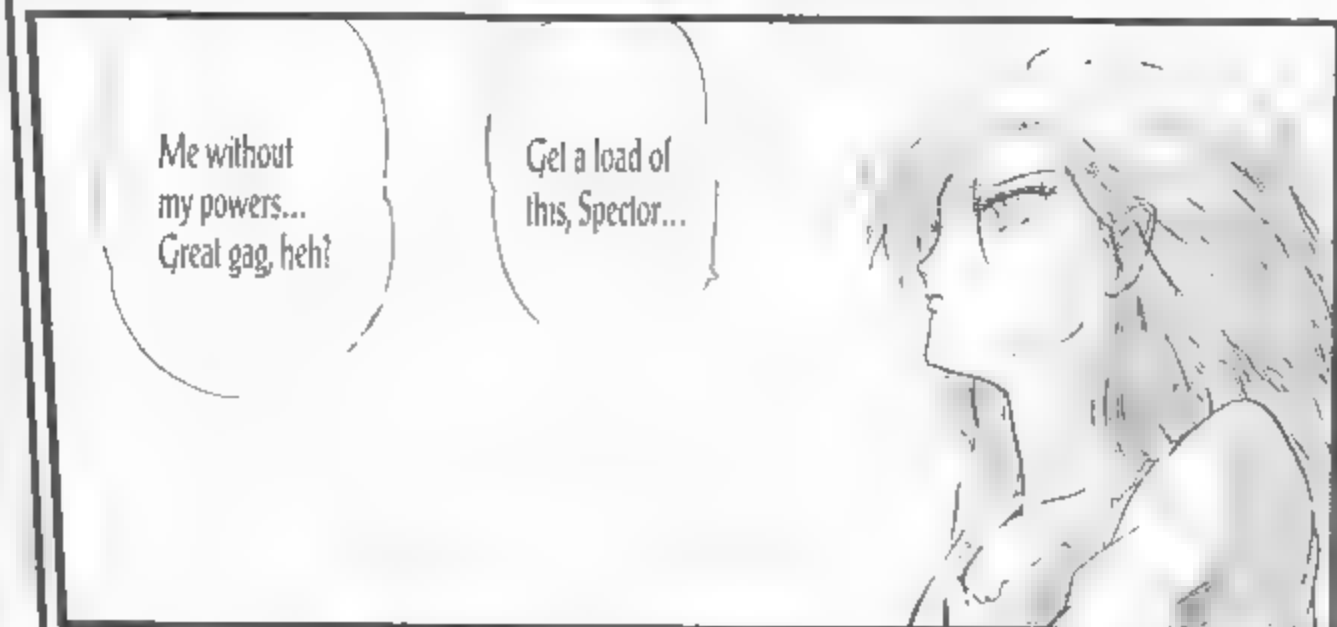
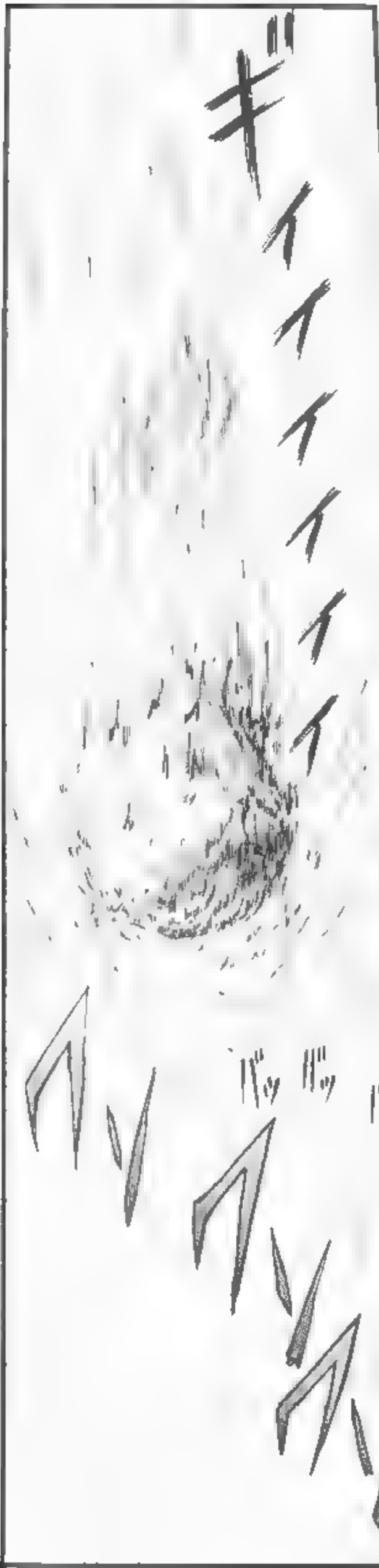
There are still
things... that
defy
credibility...



?



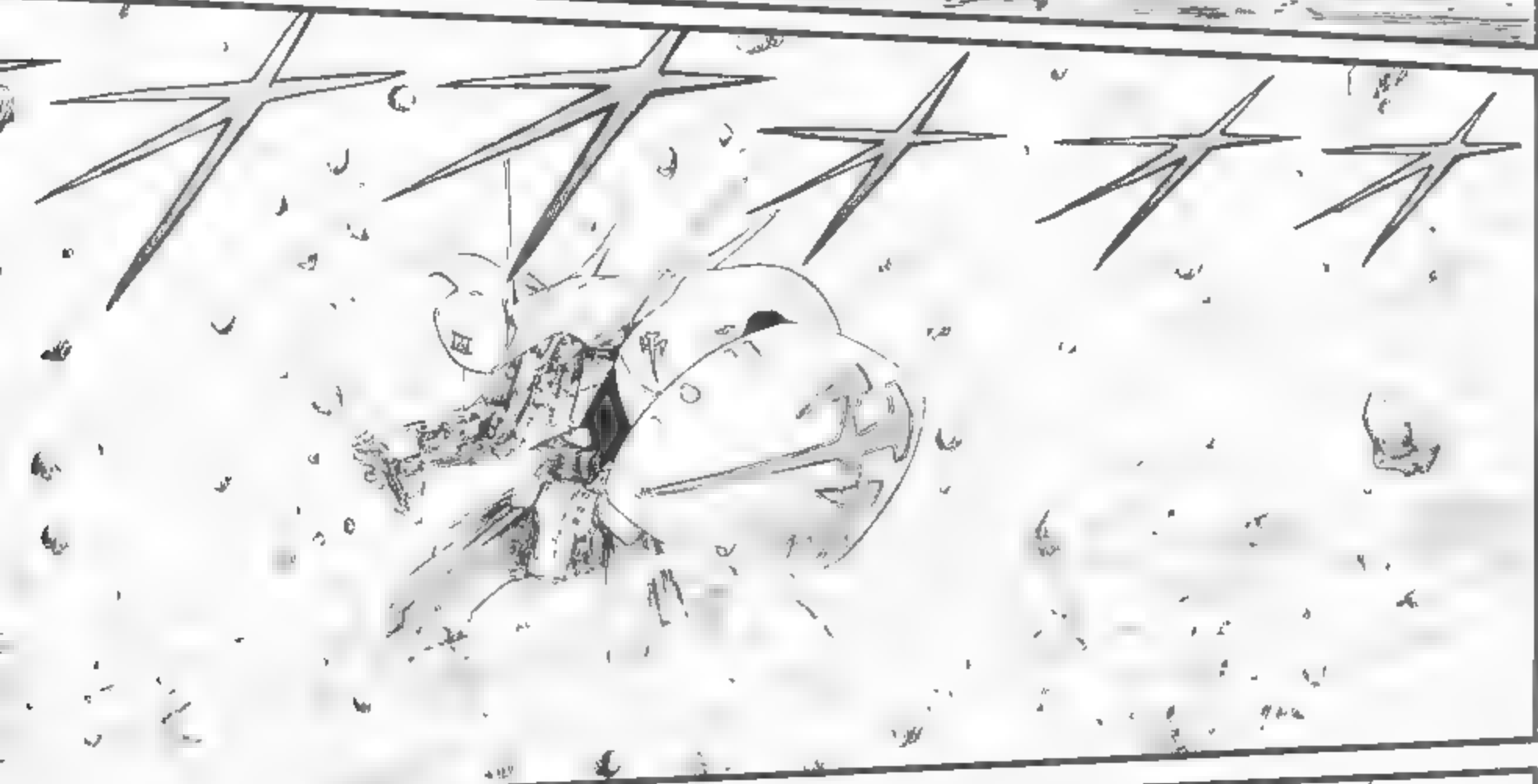
Master









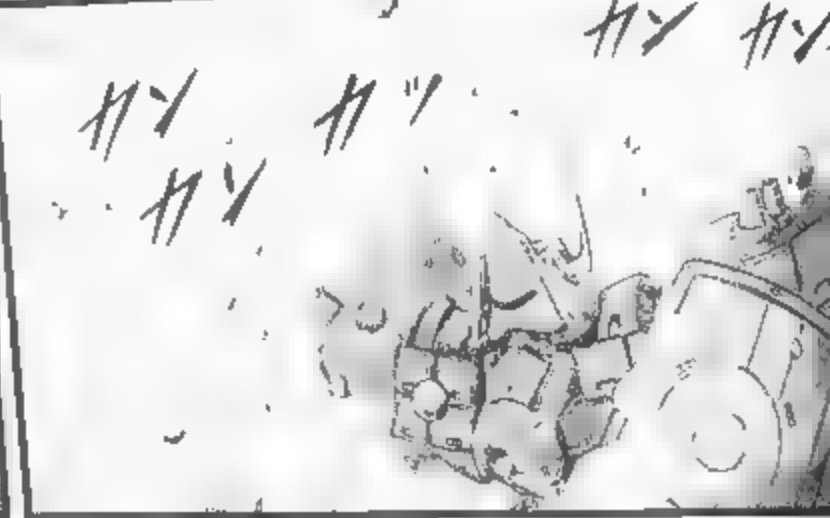
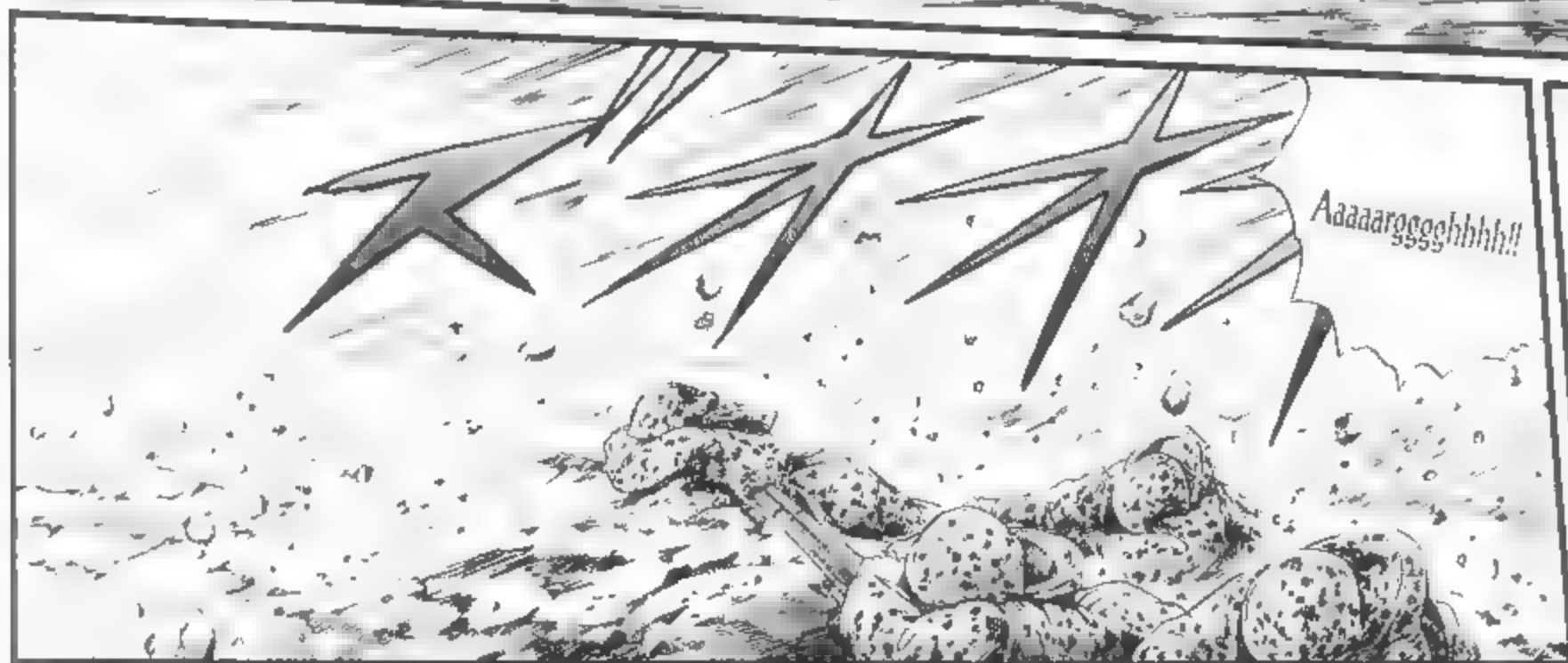


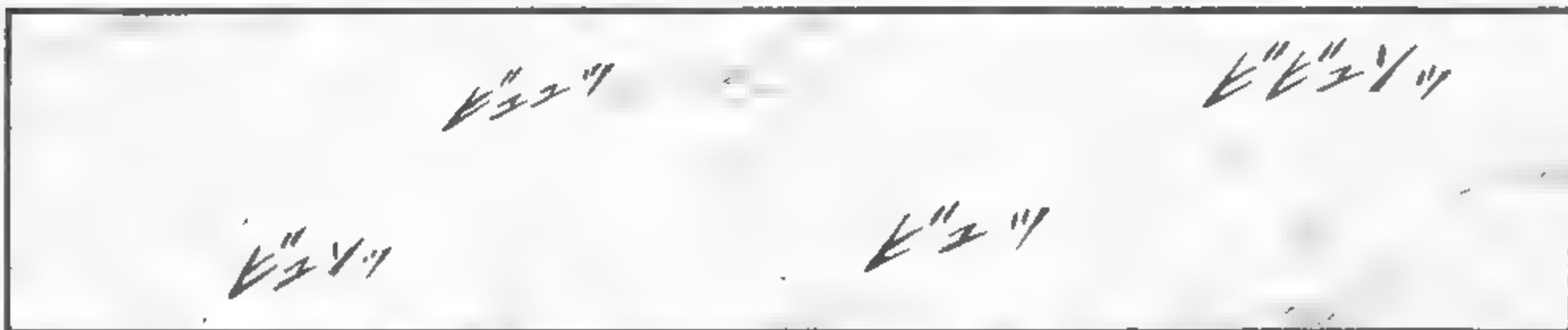
ズズツ

Geronimoooo!

エ"ヨオオオオオオ

Mr. Sopp!





There's...
something
over there!

Hey...!

ゴオオオオオオ

then stopped
dead. Most of the
blast came from the
reverberation

Just before touch-
down, they must
have put the air
buster on full boost..

Only all those giant
parts meshing and
singing together in
such harmony...
could produce that
kind of sound...

Even to absorb air
buster reverberation,
you have to release
all the joint pins...

ゴオオオオオオ

ボッ

バッ

バッ

バッ

バッ

バッ

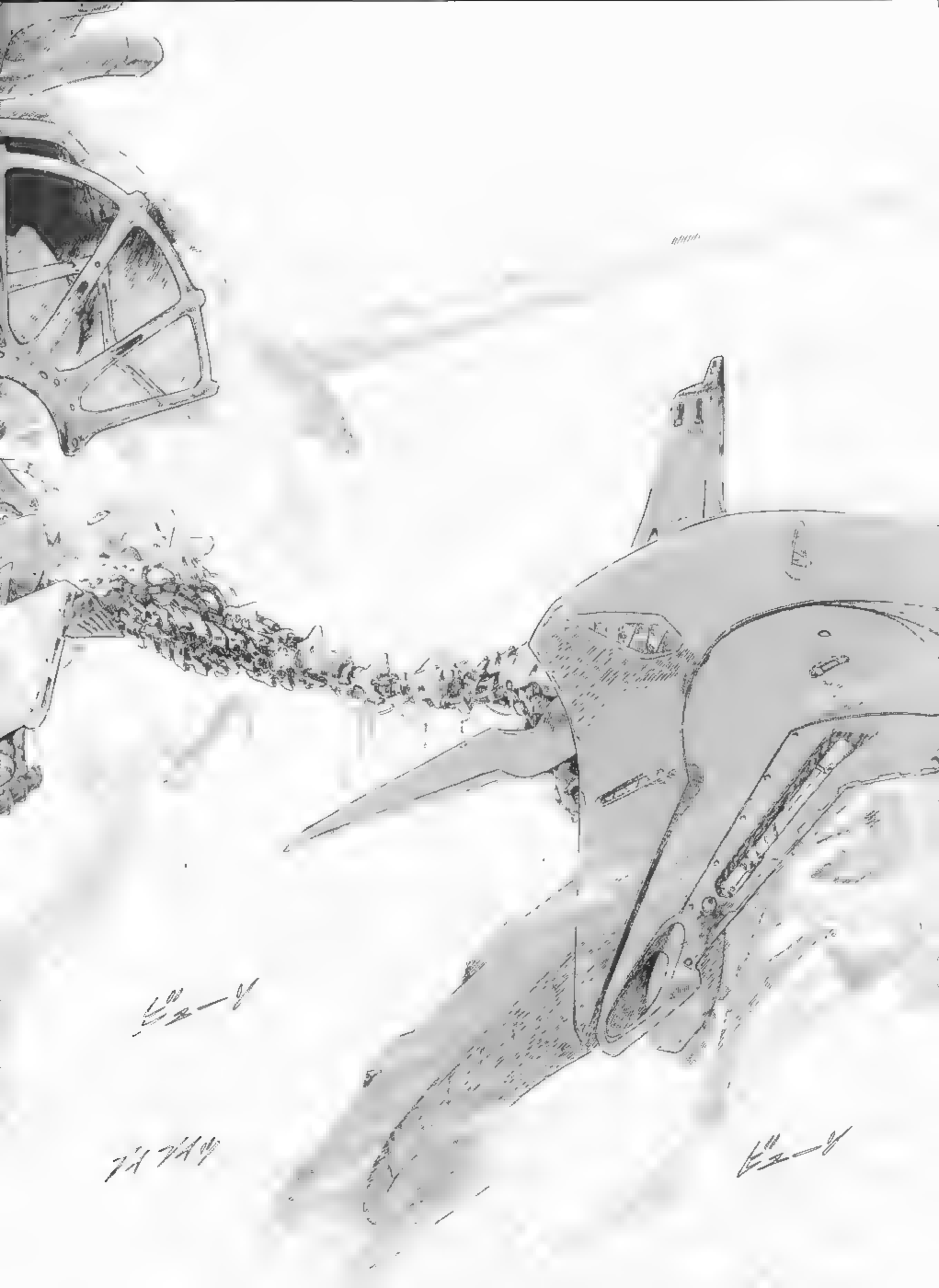




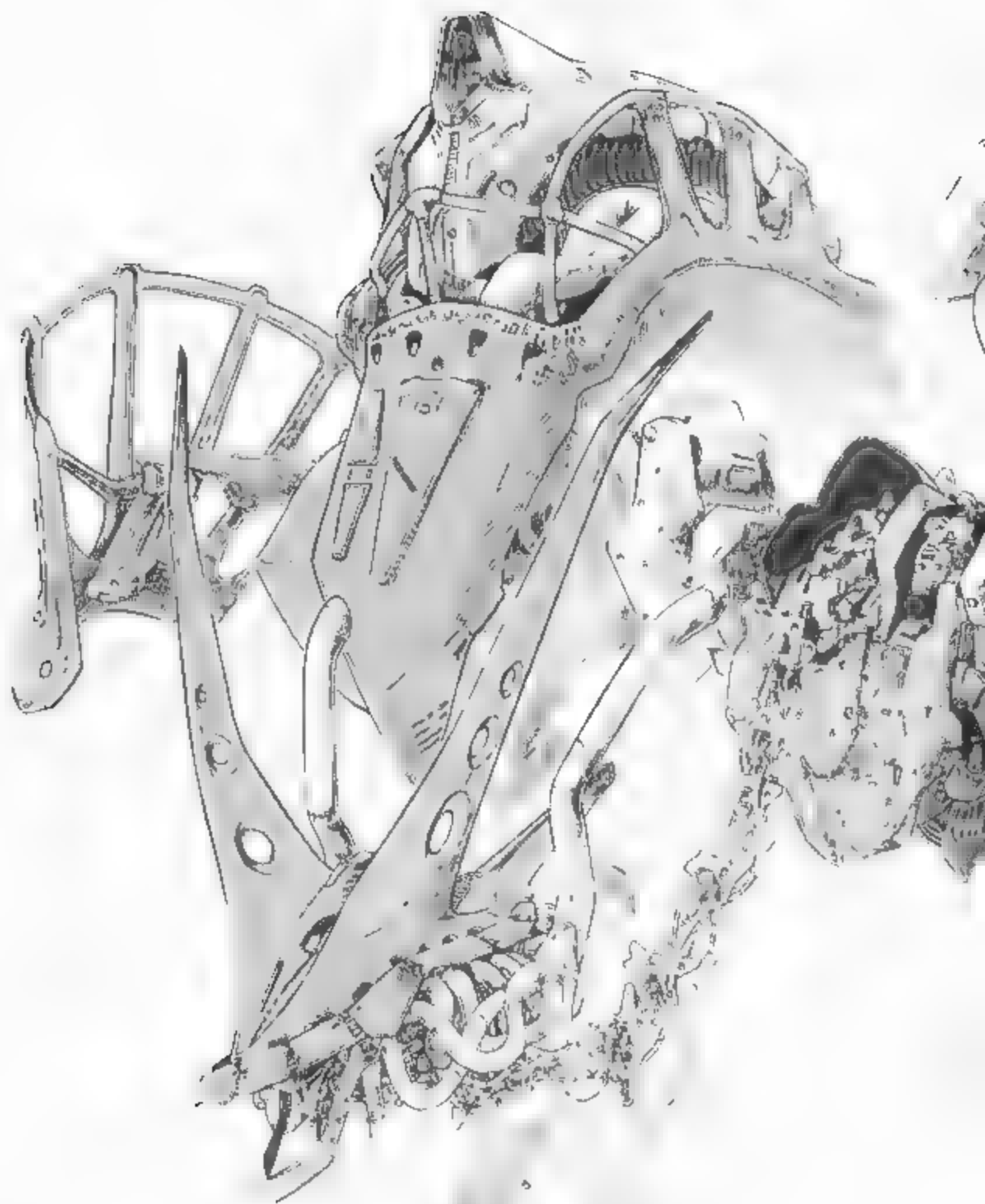
Fig. 1

Fig. 2

Fig. 3

Fig. 4



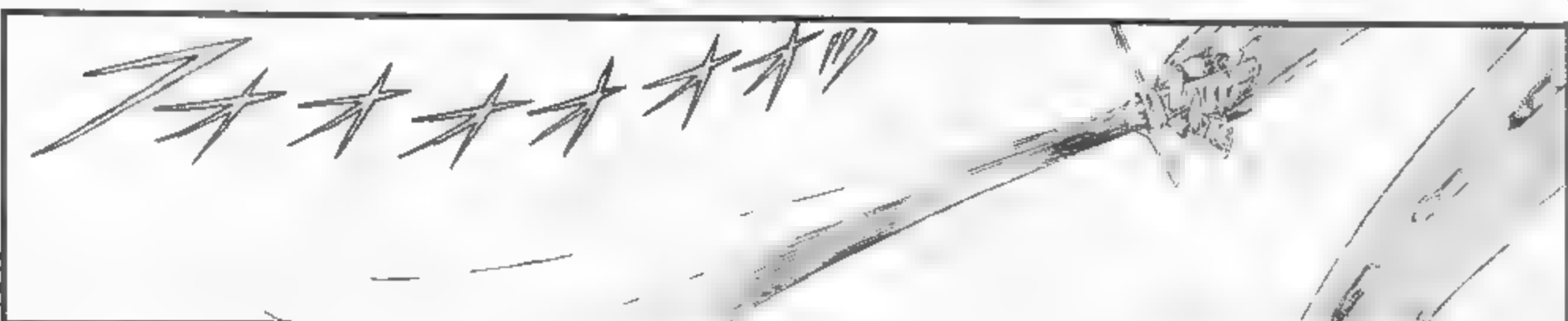
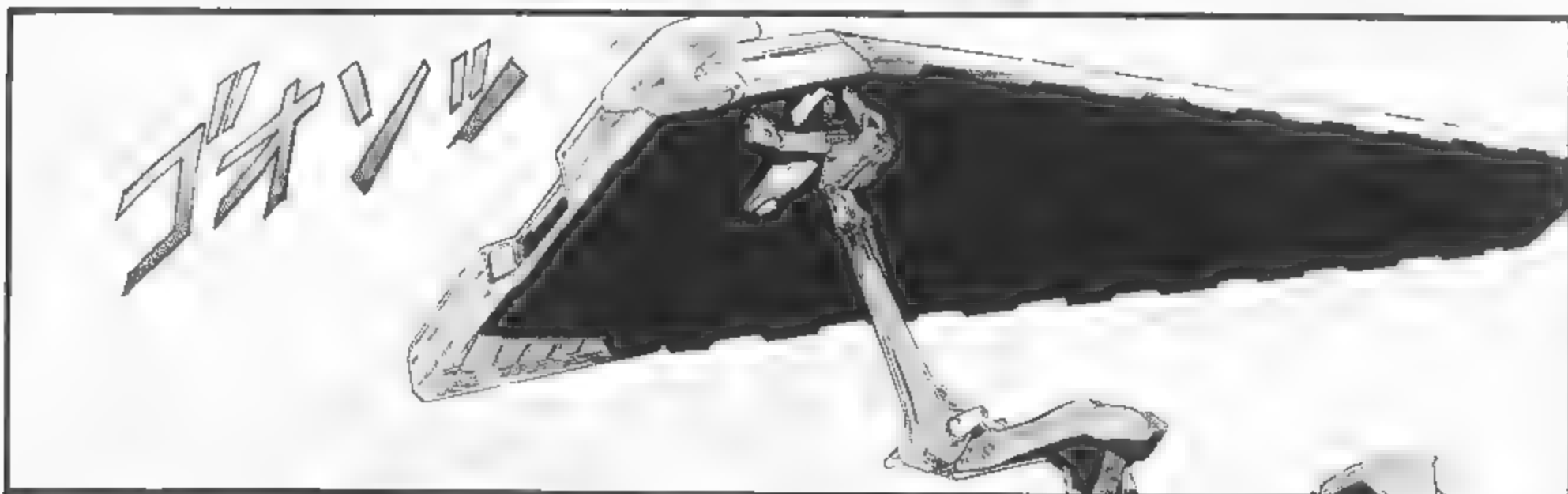


1. 2. 3.

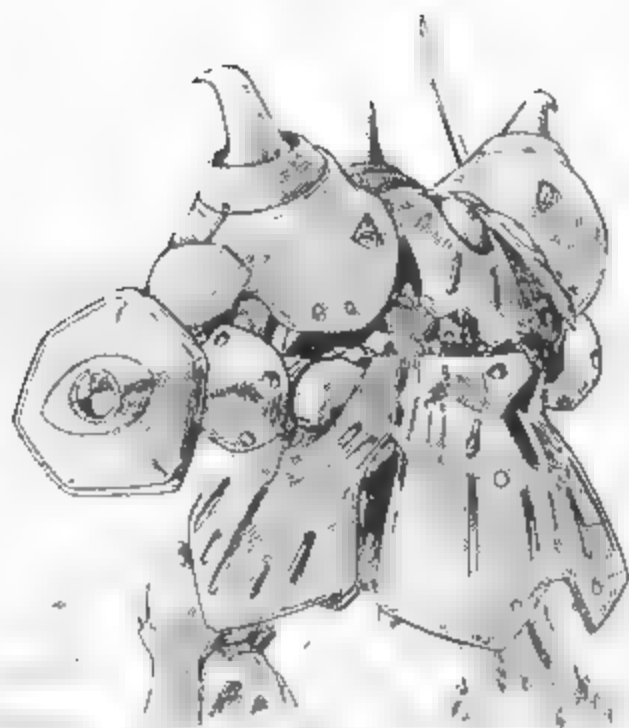
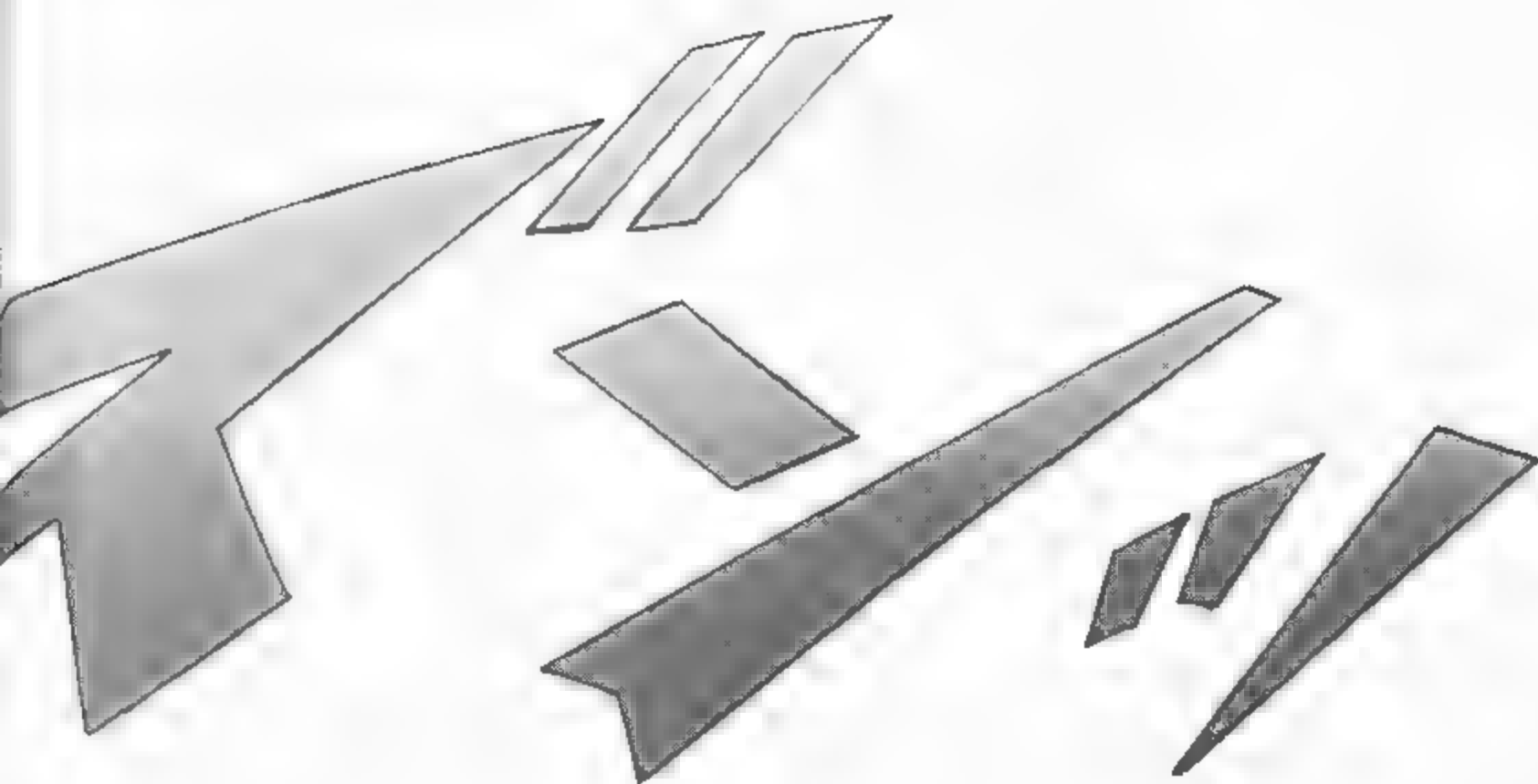
1. 2. 3.

1. 2. 3.

1. 2. 3.



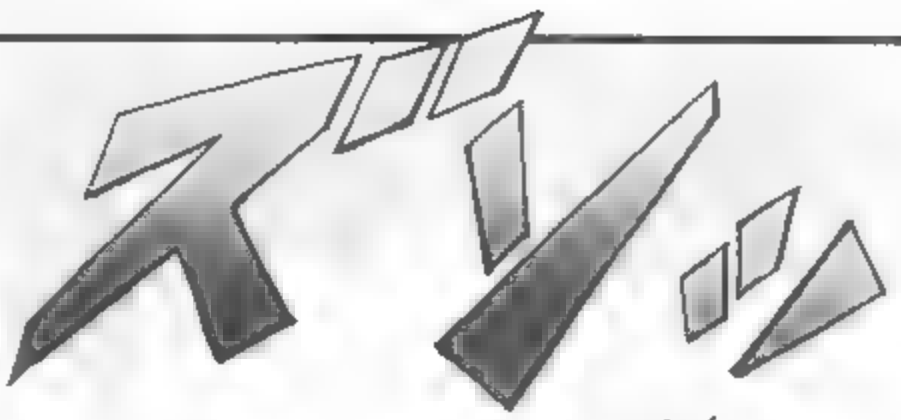






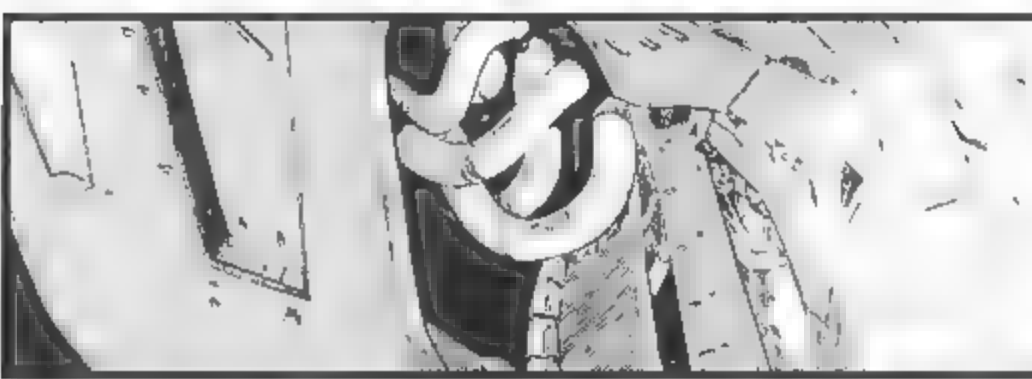
...To be
shitting me!

You.
have. GOT

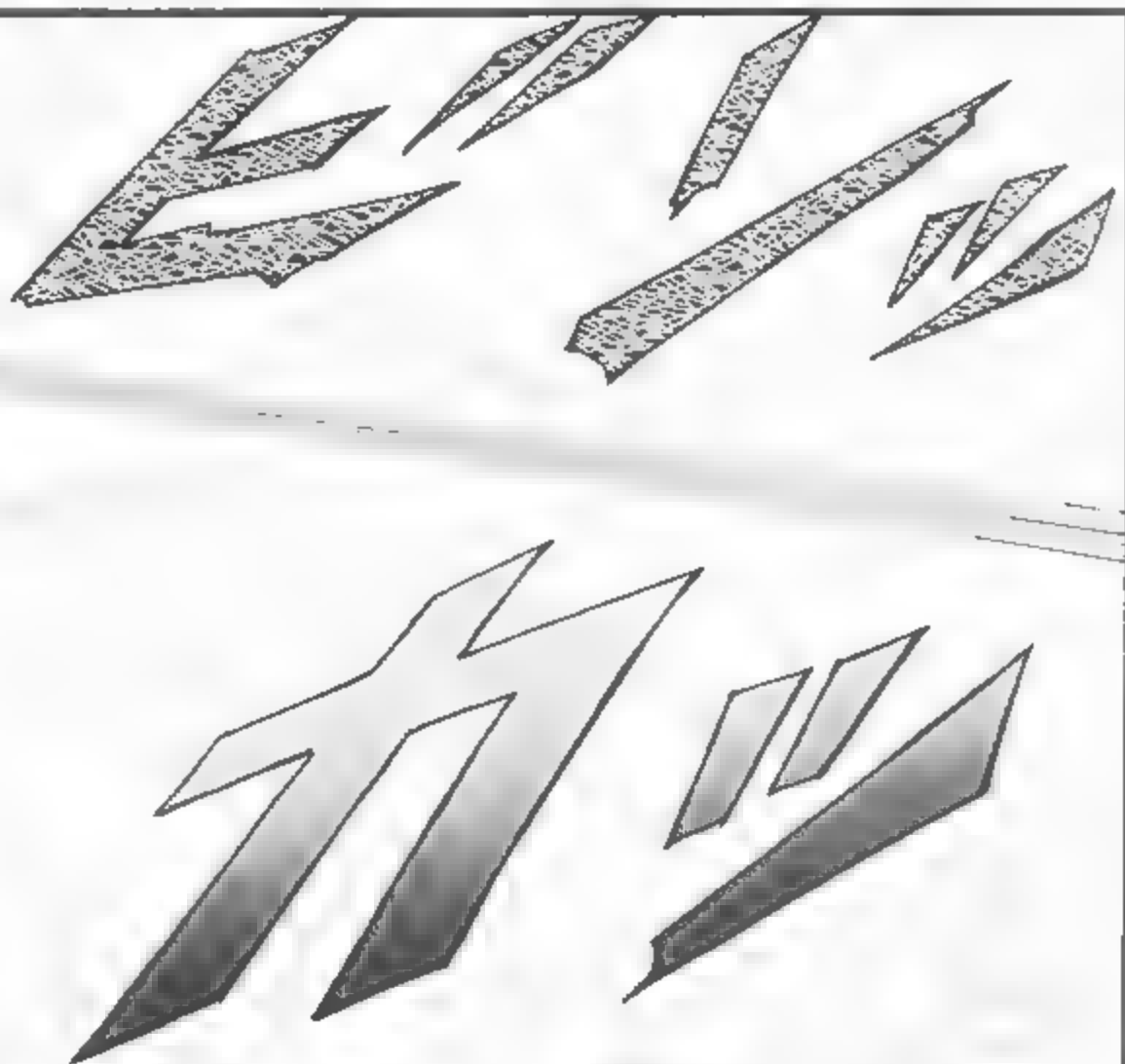


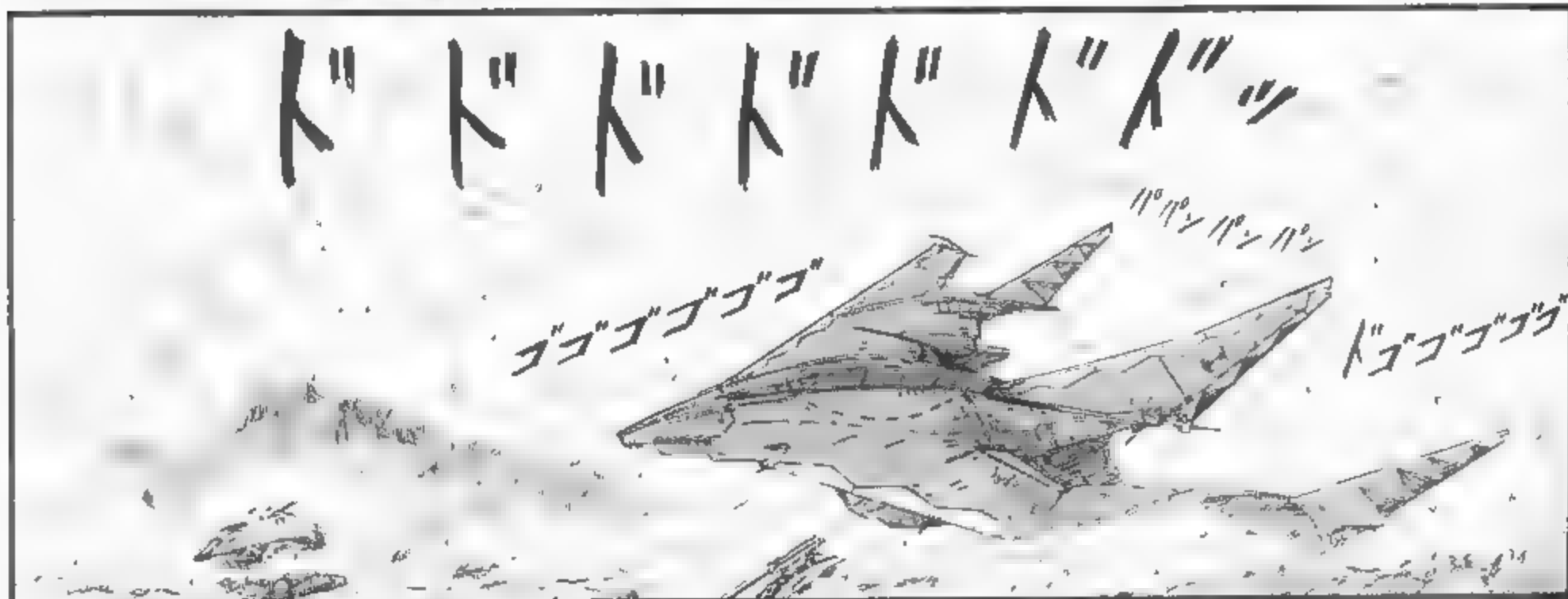
カッ カッ カッ カッ カッ
カッ カッ カッ カッ カッ
カッ カッ

カッ



カッ カッ カッ カッ
カッ カッ カッ カッ
カッ カッ カッ カッ

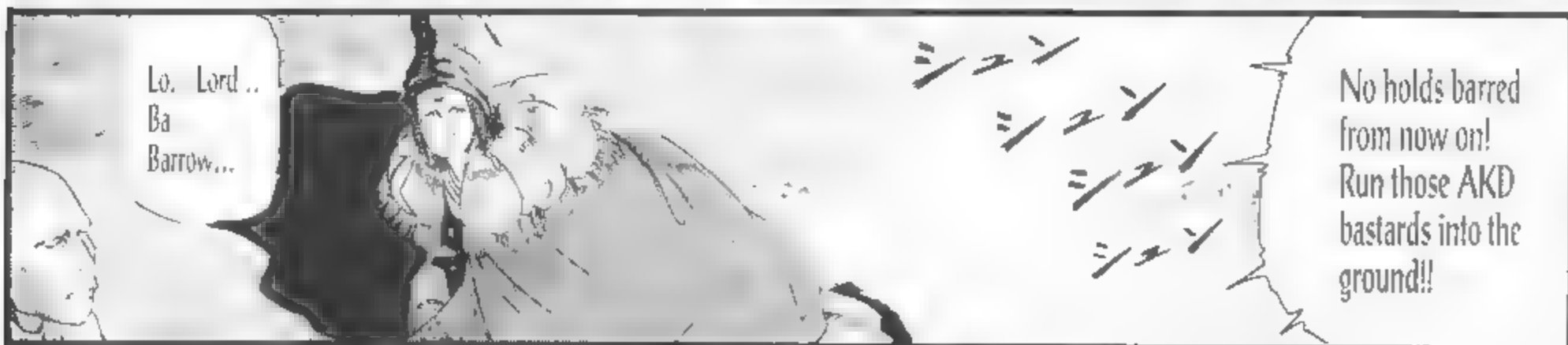






The nymph... I'm
going myself... to
settle things!

Nothing to worry
about here, Sukat!!
You take care of
the MHs!!



Lo. Lord..
Ba
Barrow...

No holds barred
from now on!
Run those AKD
bastards into the
ground!!



Don't worry
about that...
Look!

But... Mr. Sopp.
You're still not.



And over there...
an Ejector... I'm
completely
protected here!!

There's a
Ground
Seeker

That beam was
designed to keep
the MHs away
from us!!



...that if you two
don't get out of
here now ..

I'm... getting this
horrible feeling...



Reconnoiter that monster!! Be careful, mind you!! Nothing rash, hear?

Braford!! Now's your chance, lad!! Go for it Put things right with Lord Barrow!

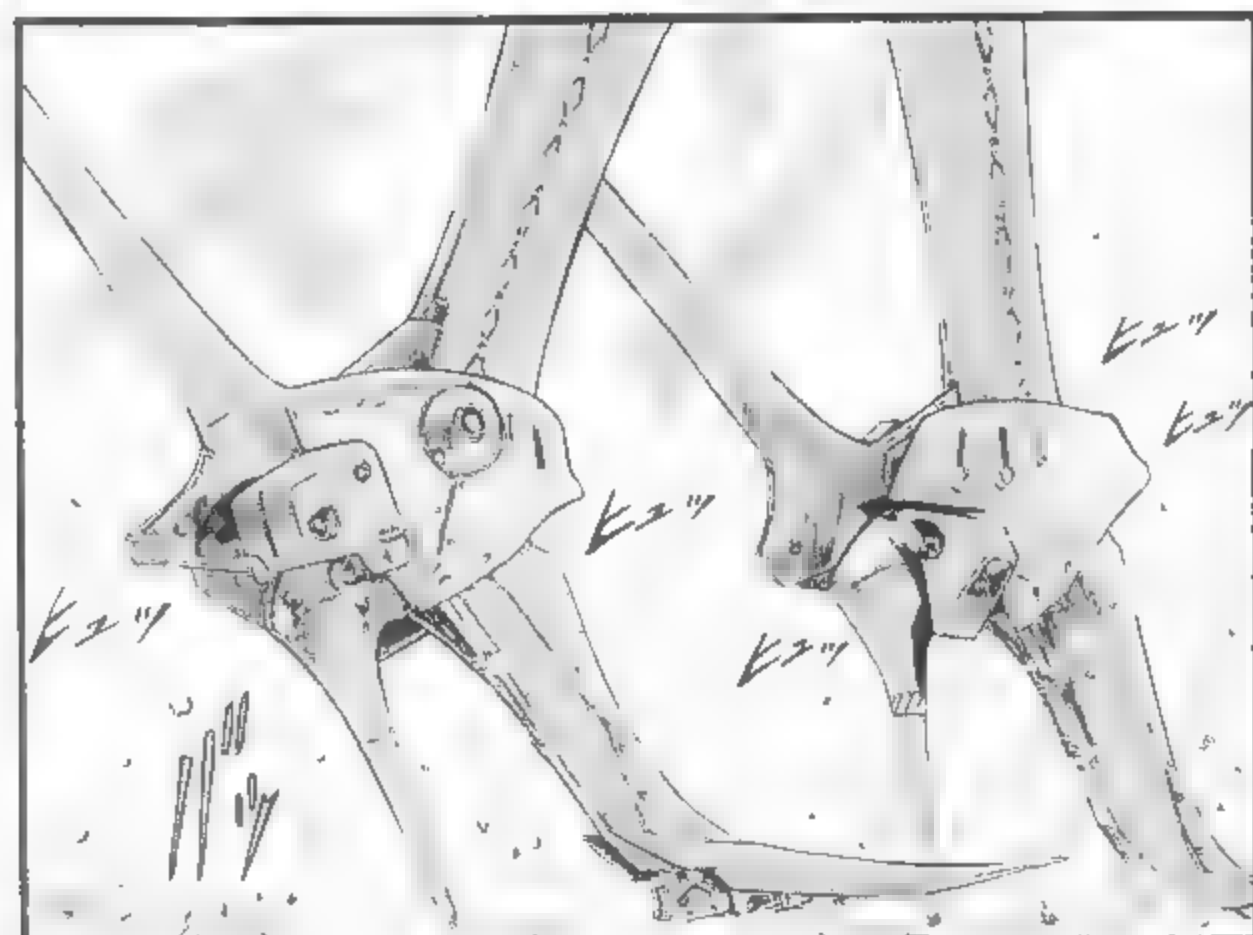
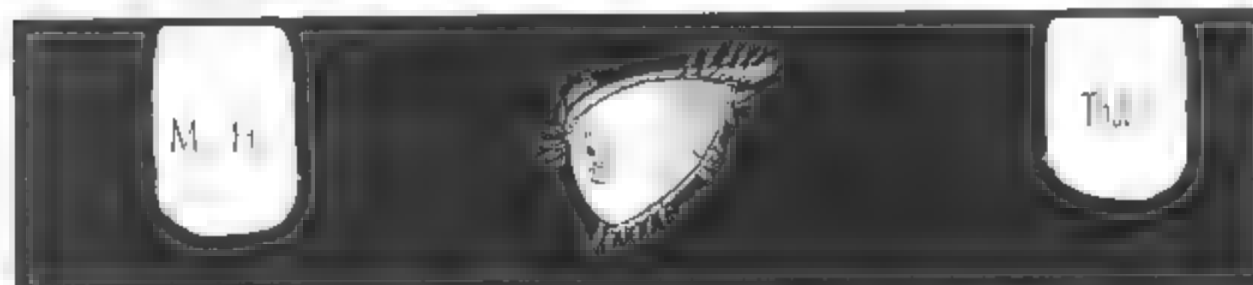


We can't let him down again!

Hey Kyo!! Didjya hear that? Lord Sukat still has faith in us!



We can't afford to lose you! You're our only hope, my boy



You clear the way, I move in for the kill! Oh the hunt... so pure and simple!

Heh-heh-heh Give a mongrel a little encouragement and he'll die fighting for his masler

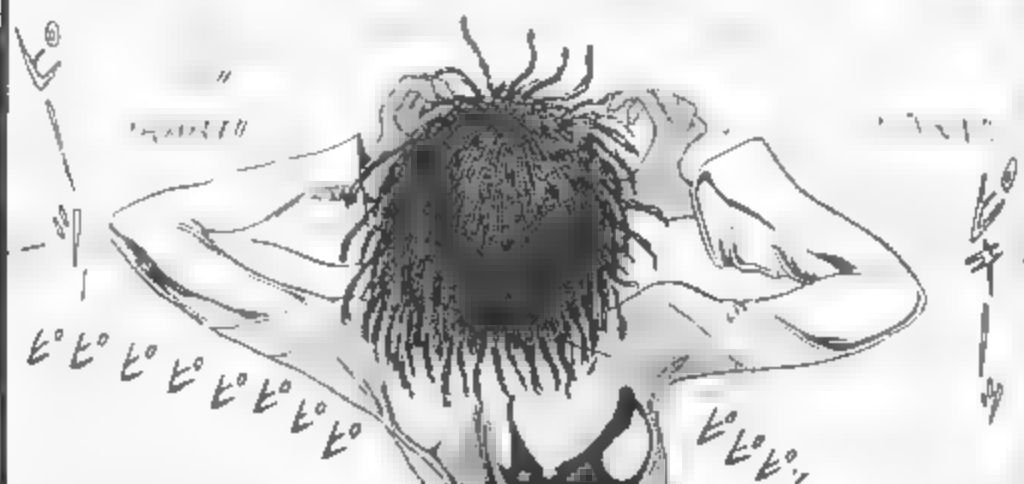
God damn sonofabitch!
The eyeball's coaxial laser
canon blast burned the
retinas! The main monitors
are all outta whack!!

I cannot... see...
a... fucking thing!!

Christ on a
crutch!

machine
NOW

STOP IT!
FUCKING

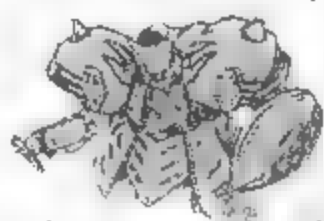


Let's get this
thing back in
shape... We've
got another
visor!

How could you fuck up
like this! Installing such a
humungus laser canon in
a MH's eyeball... You
shit-for-brains!

You stupid asshole
Ama e-fucking-rasa
Ladros-dickhead-Sopp
or whatever your piece-
a-shit name is

ホオオオオオオオオオ

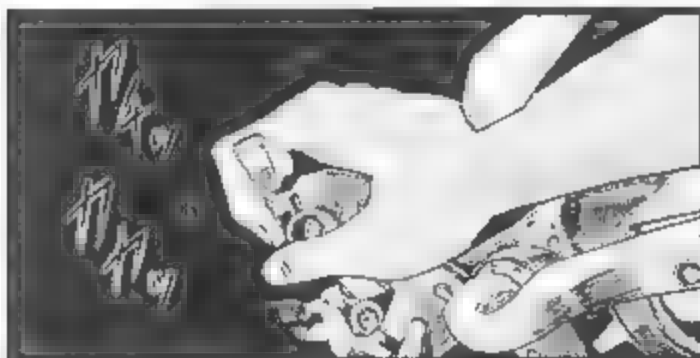


TAKING YOUR
FOR BRANS... HOW
WELL THOSE SHIT
MOMENTS

So... what the hell's that thing
doing out here? There's no doubt
it could deliver quite a punch
with that arm... but I doubt
whether it has the speed to hit
any worthy opponent with it...



For centuries now, the specs
call for an optimum height
of 14 meters to get the most
out of a mortar headd...
both speed- and power-wise



Now what?



...on the damn
blink again?



The controls...



Kyo!! Are you
okay? Nothin's
working over
here!!

The same
cross... the
wood-colored
cross...

No matter...

I... can t... give
you... complete
support

Water
opens
up...



It's
2009
2nd

My name

Kyooooooooo!!

Bejeezus!



グッ

グオン グオン グオン



Paltenon!
...You really
did it this time!

ズー

Tsk!



Laying down his
arms like that!
Far overrated!



Tsk-tsk!! What
a disgrace...

What a
travesty!!

Finally lost
your nerve,
heh Bradford!



ズ"ノ"オオオオオオオ

What was he
thinking! It was
his big chance!





Shit!!



If it wasn't a direct hit,
she could still be alive!!

The fatima cockpit!!



Moving west - Lonn!!
I need some support!!

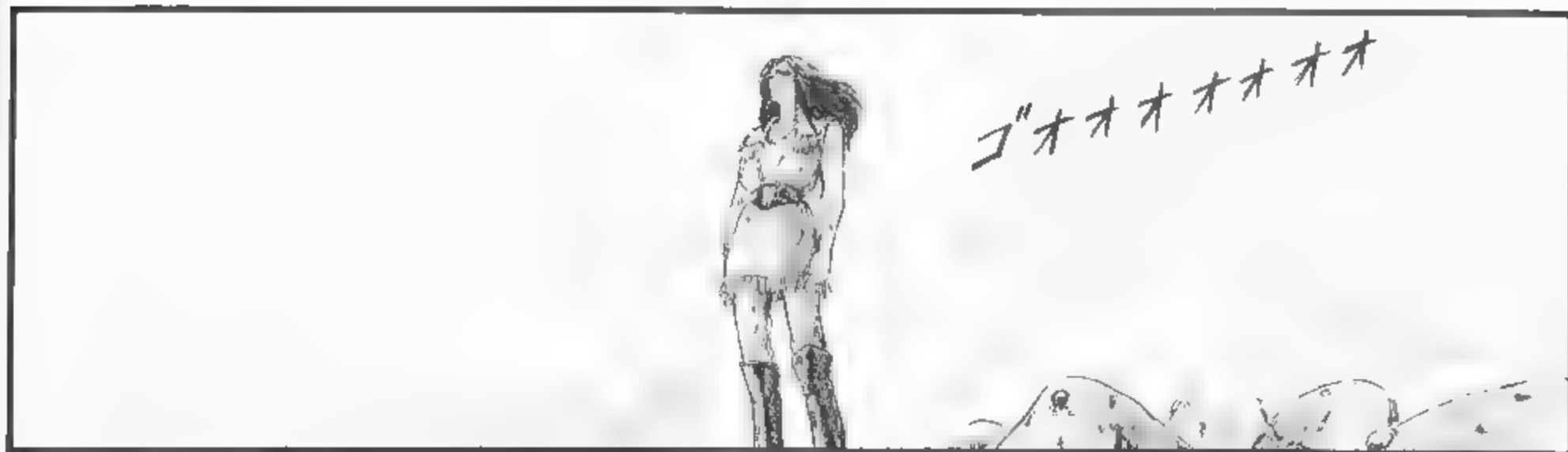
His Majesty is on
the run!! Changing
position!!



サ"フフフフフ...

Huh!





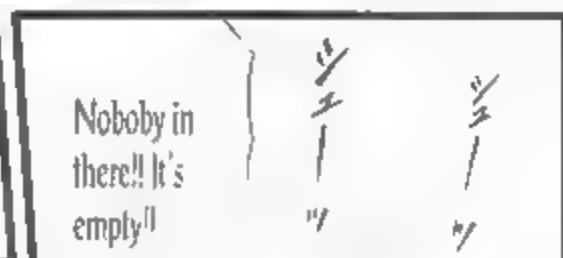
There's
nothing left...

I'm
finished



!!

Someplace...
else...



Nobody in
there!! It's
empty!!



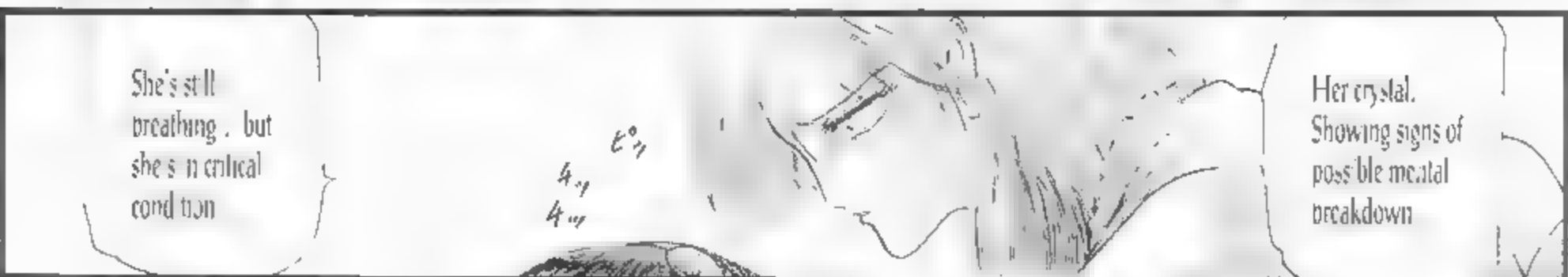
Huh! That
can't be!!



Kyo!!

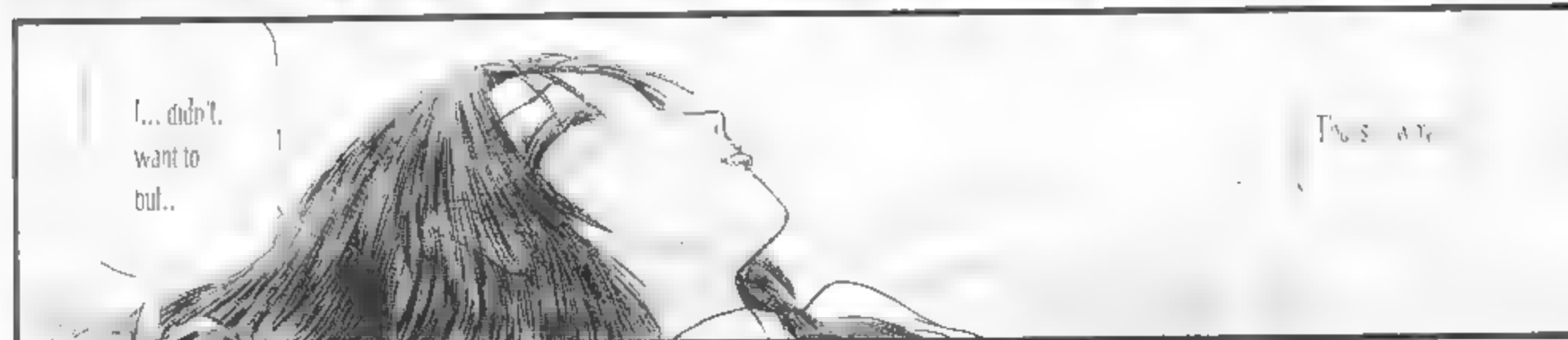
As I
expected...

Oh no



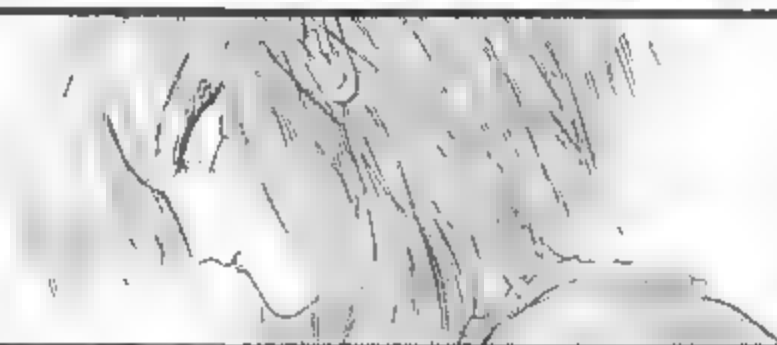
She's still
breathing, but
she's in critical
condition

Her crystal.
Showing signs of
possible mental
breakdown



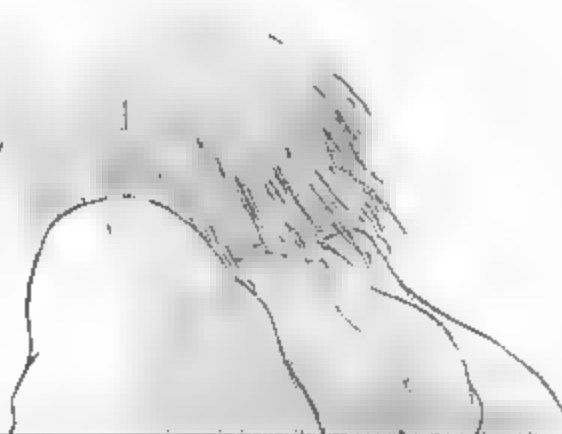
Get away from
my fatima!!

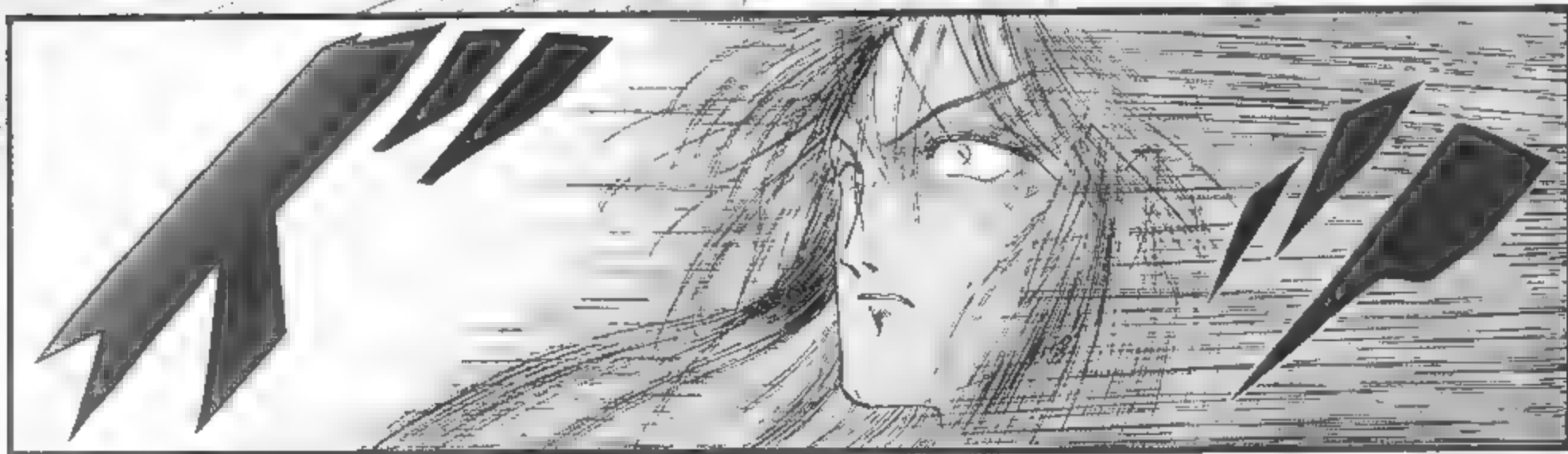
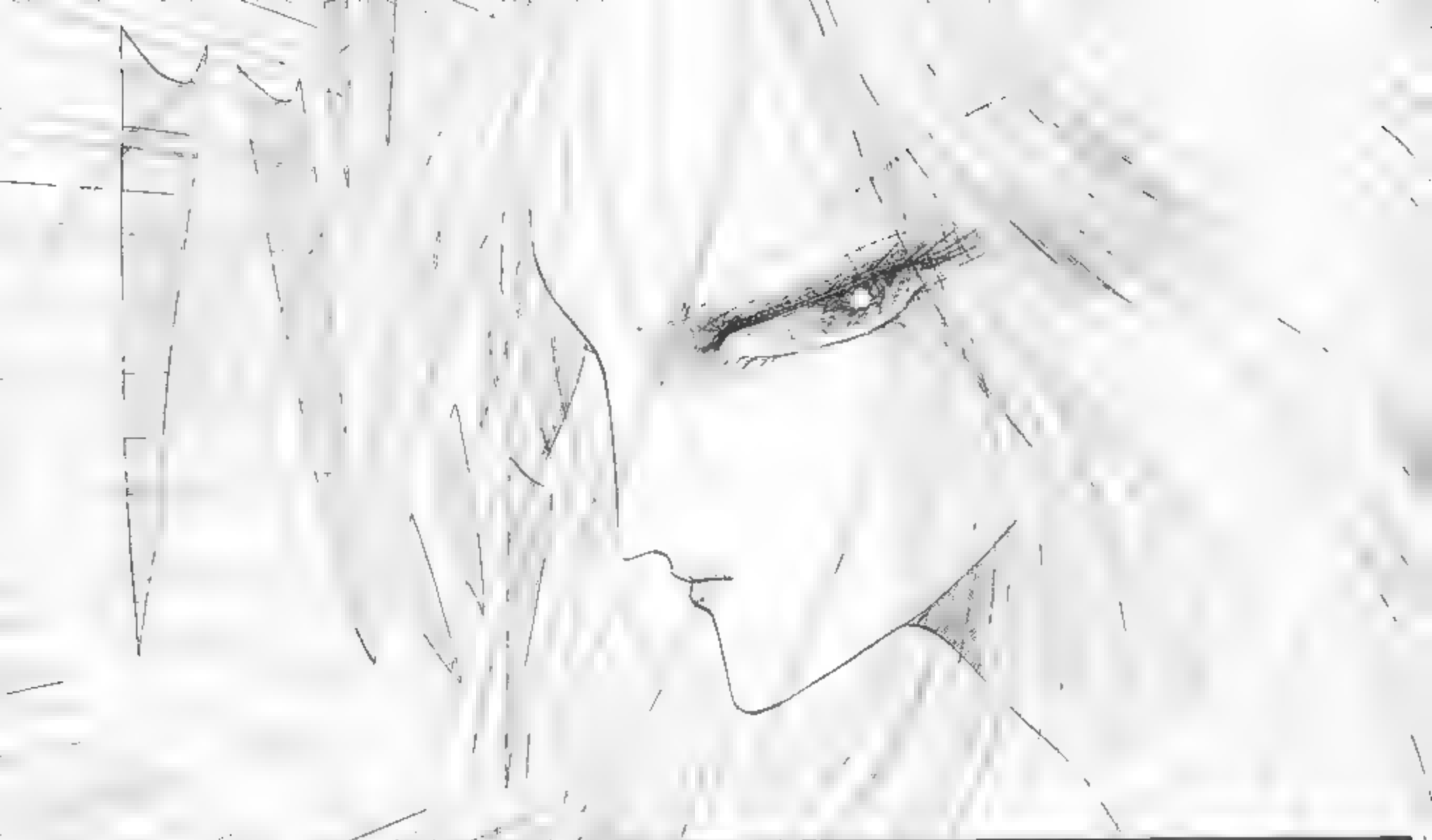
What in the hell
do you think
you're doing?



Are you aware of...
against whom you
just drew that sword?!

What in the hell
do think you're
doing!?







Against , whom?
What's going
on here !

ガッガッ



Your name.

It wasn't her
fault...

My name is Allen
Braford... I am no
longer your enemy...

Ah... I was out of
my mind... Please
forgive me...

For that
disgraceful
display... on
the battlefield.

I've just... been relieved
of duty , by the Seable
mercenaries

...was... as soon as that huge MH fired its lasers... lower the suspension to let the beam make a direct hit just below your weakest point, the jaw...

I'm sure you're aware... that she was in no mental condition to be controlling a mortar head...

It was the only thing she could do to save your life...

However, despite that... What she did do...

Because... if the beam had hit the jaw, even if it didn't destroy you on impact... the next instant you and the MH would have been cut in two...

Sniff

カッ...

Waan.
Aa-aaah

You're lucky... She's still breathing take care of her...

Despite her frail condition, up until the end, all she could think about was protecting you...

Maybe he needs a little more encouragement...

Hmmm...

I understand now...
Someone like you... You
could find a more suitable
master.. Please...



Her name is Kyo, one
of Dr. Ballanche's
masterpieces... I was
never worthy of her...

Please! I beg
of you. This
fatima...



My only hope is to
end this worthless
life in the manner
of a true knight...!!

One last request!! Use
this speed to behead
me... I have nothing
more to live for... I've
lost all self-respect...!



I'd rather have it
ended here and
now at the hand of
someone like you



...a miserable
death out
here..

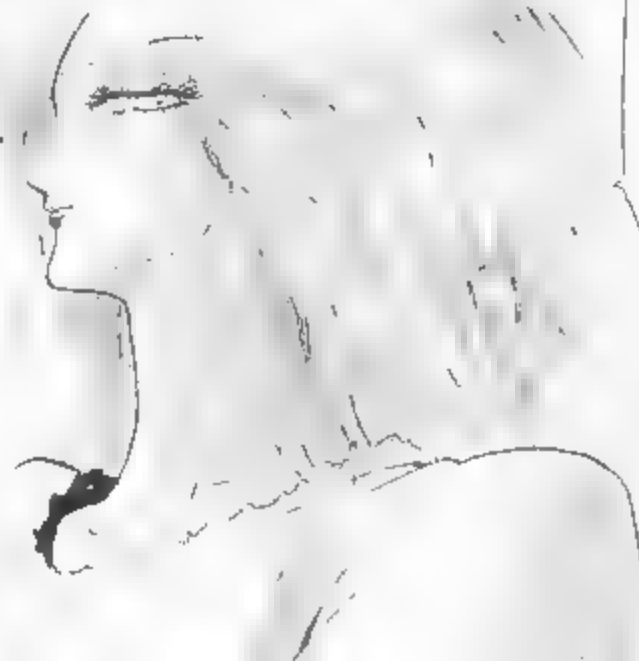
If I'm to
die

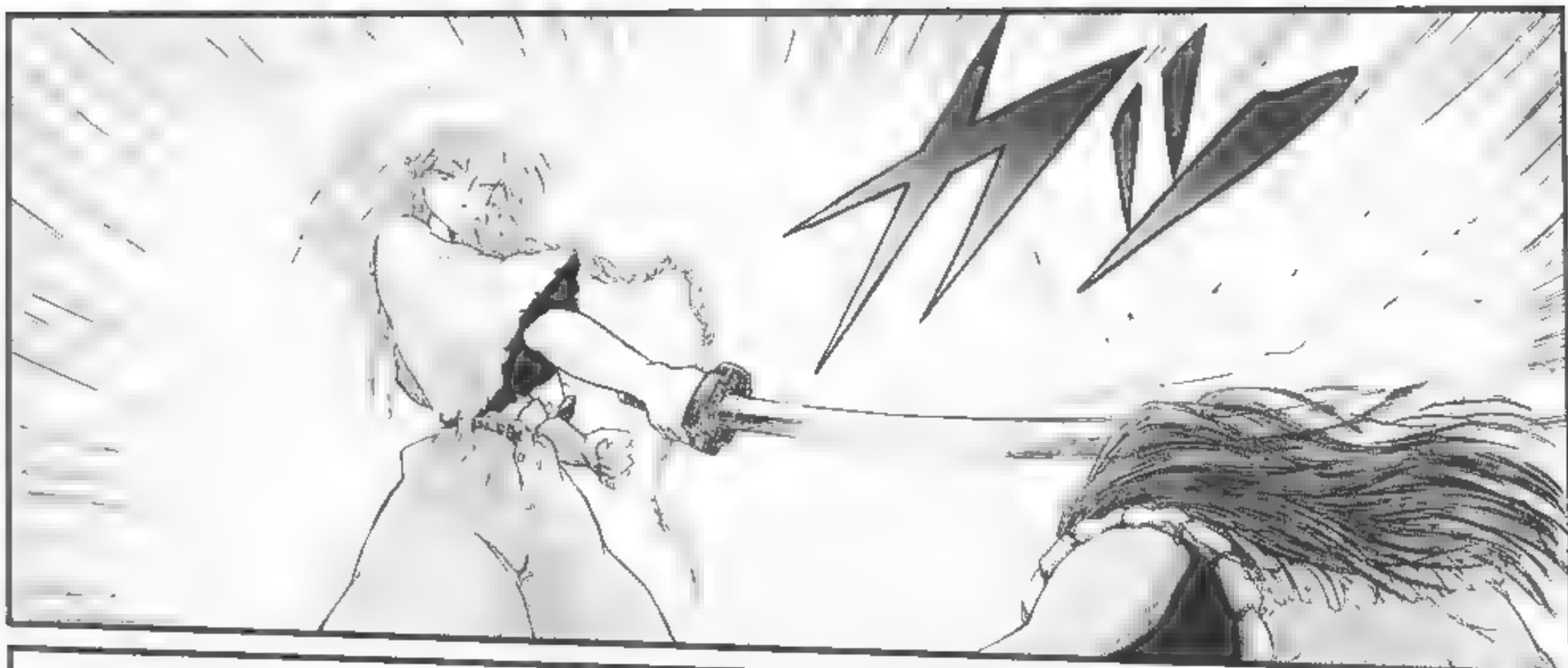
Then just yesterday
my MH Auge was
smashed to pieces...
That was also your
doing, right?



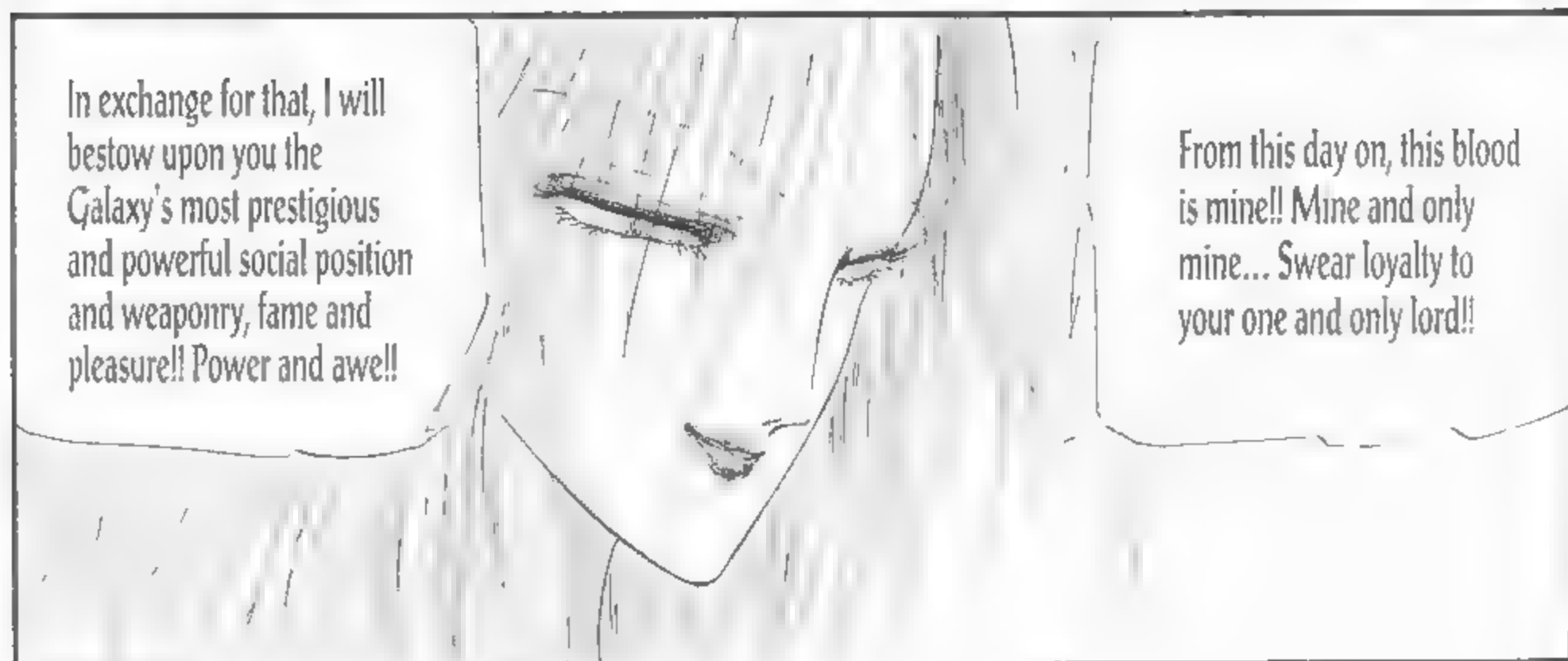
You are a
dangerous
character...
There's no doubt
about that

Three days ago you
shot and killed me
while trying to escape
from that shuttle...





If you're just going
to throw your life
away like this...
I'll take it!




In exchange for that, I will
bestow upon you the
Galaxy's most prestigious
and powerful social position
and weaponry, fame and
pleasure!! Power and awe!!

From this day on, this blood
is mine!! Mine and only
mine... Swear loyalty to
your one and only lord!!



Ladios Sopp!!
Never forget it!!

My name
is Ladios!!



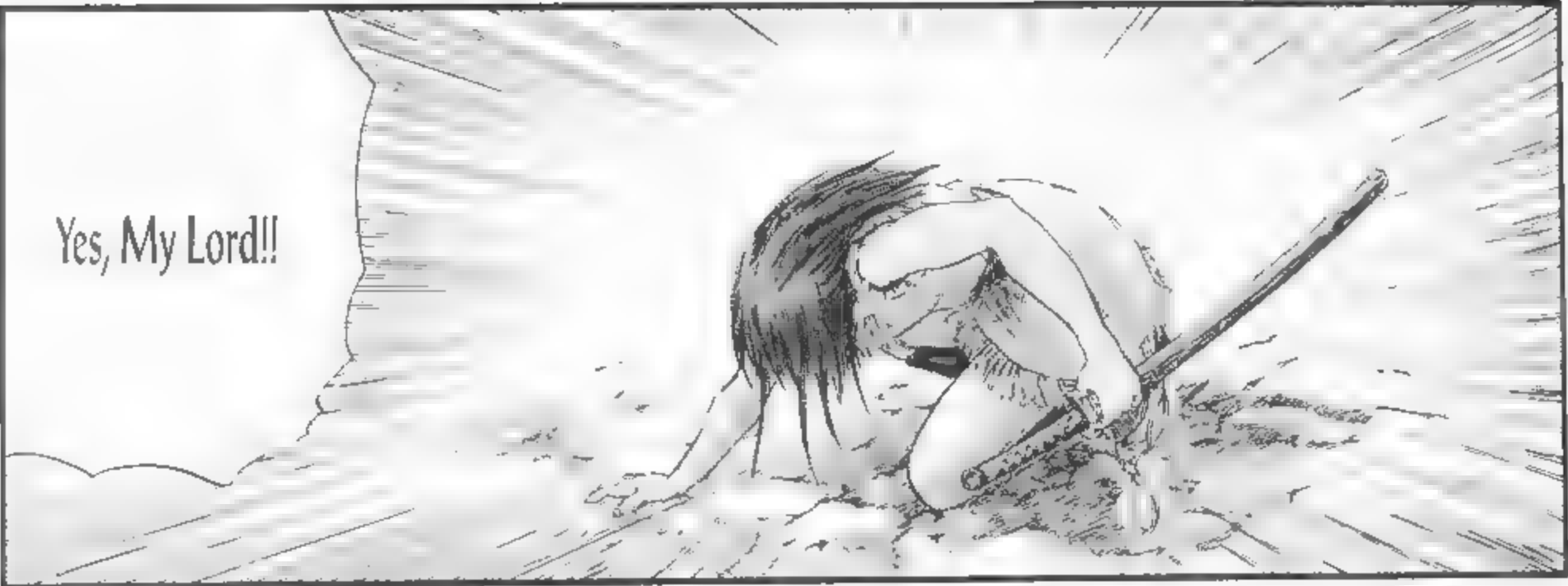
Guard the Water of
Life!! Let no one get
his hands on it!!

I hand you back your life
as my knight!! Take it
together with this speid!!



Now go, Braford!!

Protect the nymph and
fatima you've been chasing
from Barrow's clutches!!



Yes, My Lord!!



Maybe even a
little too lame...

On second
thought... He
was pretty easy
to handle ...



Woo-hoo
That was
close

Woooo...



サ サ サ サ サ サ サ サ サ サ

For the first time in
my life, I feel
complete, fulfilled!
What's happening?
I can't explain it!



I feel light as a feather!
Like a great weight has
been lifted from my soul
I feel like a bird uncaged

That's it!! Now... for the
first time, I've found a
genuine lord to serve.



For him... For that
handsome man!
I would gladly
give my life!

Yes... Ladies
Sopp

Ladies

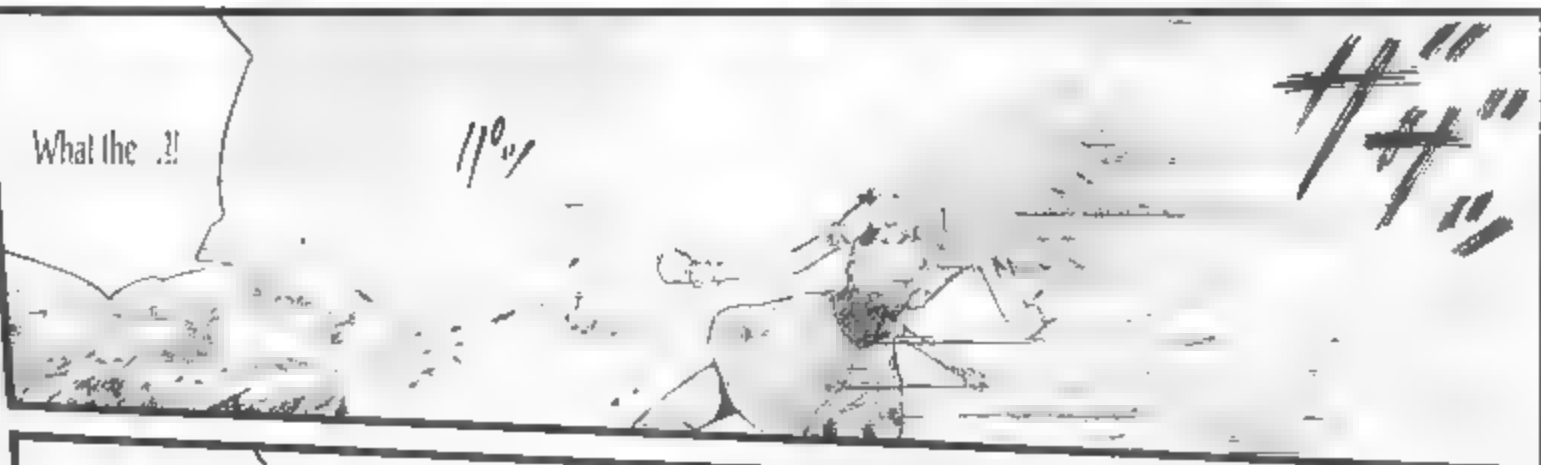


カッ

Aaaaceee!!



What the...!!



//〇//

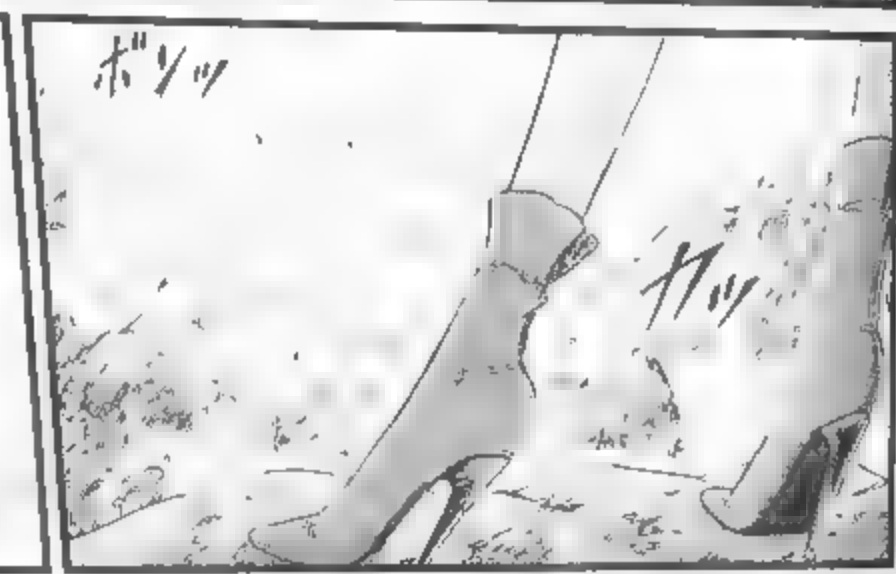
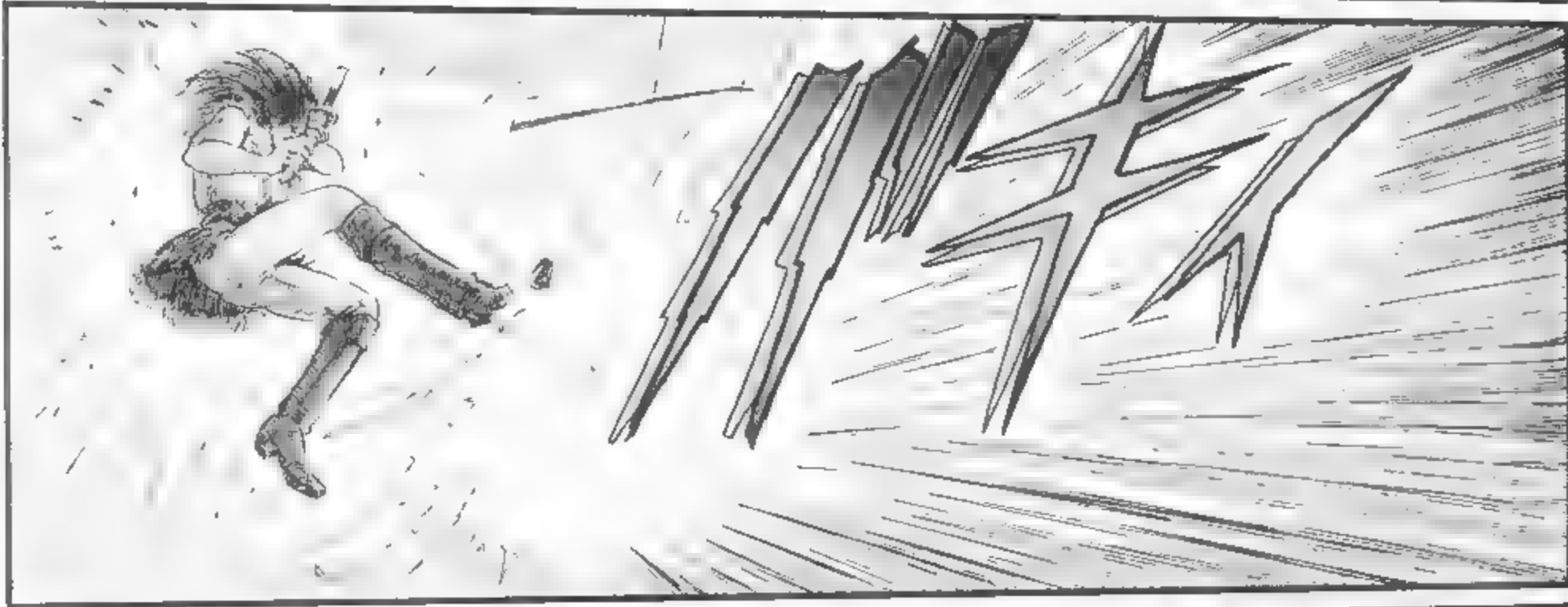
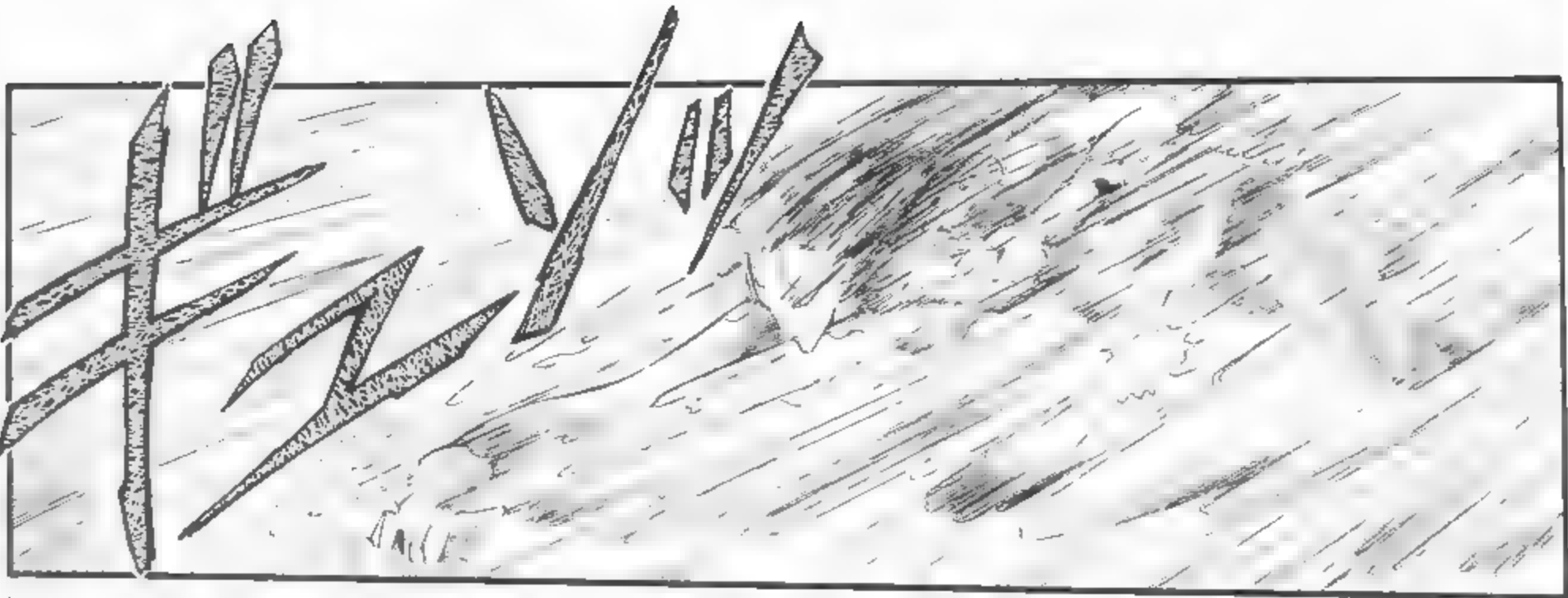
カッ

Damn!!

とっどっど



A Seable
headdliner!



Wait... I'm not
your enemy!!

No way...
Nobody's...
that fast....!!

You're
dead!!

Ladios My...!!
I'm aan

Shut up, you
sorry excuse...
for a liar!

は

Ladios...?

It seems...
so

Right now I. only have
one lord. . Ladios. In
order to protect someone
against Seable .

If you... don't believe
me . okay. . But
swear I'm . not an
enemy of the AKD...

アキ
アキ



I...



That's right... I have sworn my sole allegiance to him...



What.

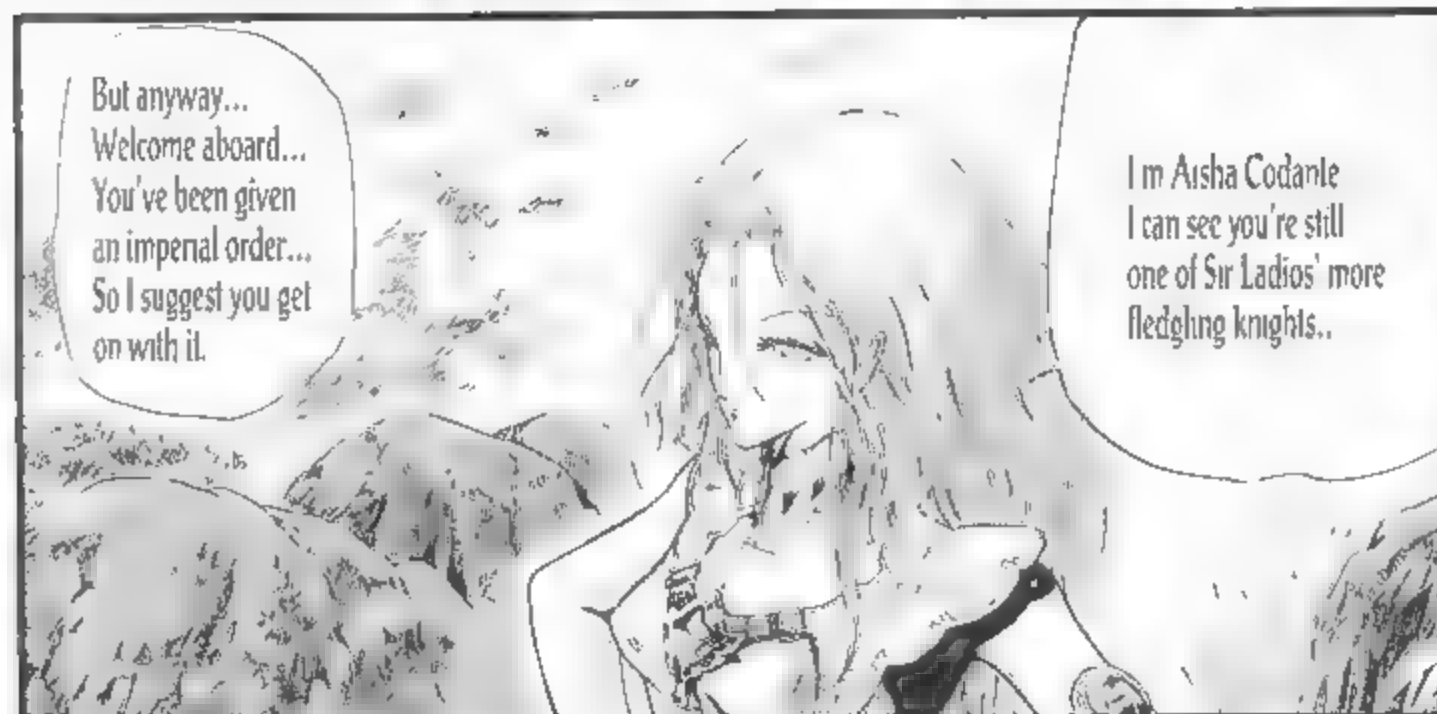


This one's on me!

Here!! I'm sorry about ruining your spear.

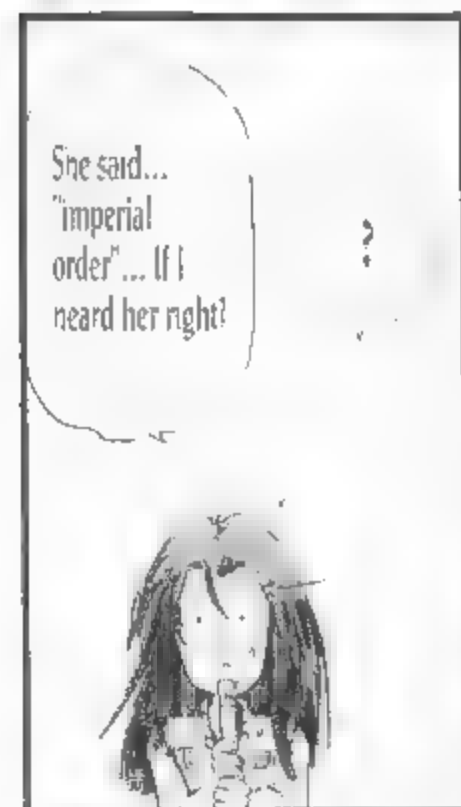
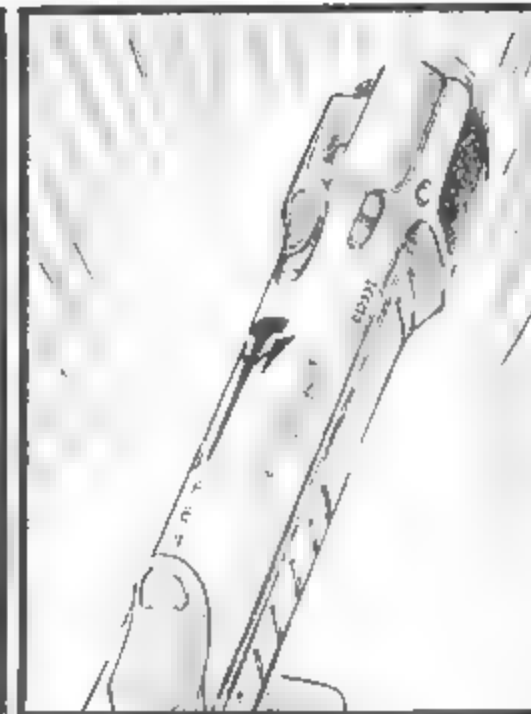


You said... just to Ladios'... right?



But anyway... Welcome aboard... You've been given an imperial order... So I suggest you get on with it.

I'm Aisha Codante I can see you're still one of Sir Ladios' more fledgling knights..



She said... "imperial order"... If I heard her right?



Huh... don't get it?



This is a Mi... Mi... M rage Corps issued spada!!

What's she talk n' about? I'm all mixed up!



And that's why Kyo always said that knights were knights by virtue of imperial edict! Yeah! I get it now! I'm ready now! I'm ready to die if I have to!

ぬおおおお



For me, Lord Ladios is like an emperor!! That's what Princess Aisha must have meant!!

Oooooo get it now!!

Hmmmm imperial order order from the Emperor

Without a doubt...

We've got another character in the ranks...

ぬおおおお



ぬおおおお

Looks like..

ふ

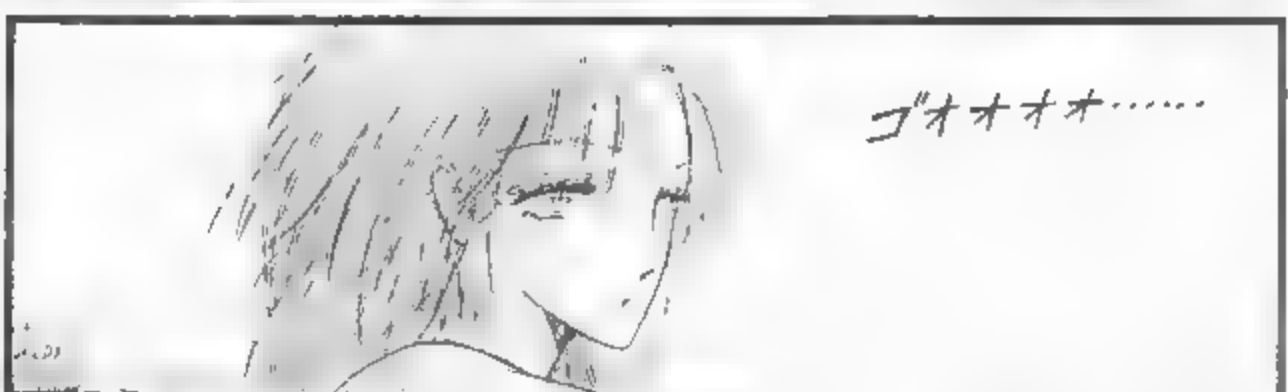
Oh.. Your.. Majesly..



Your Majesty!!



ゴオオオオ.....



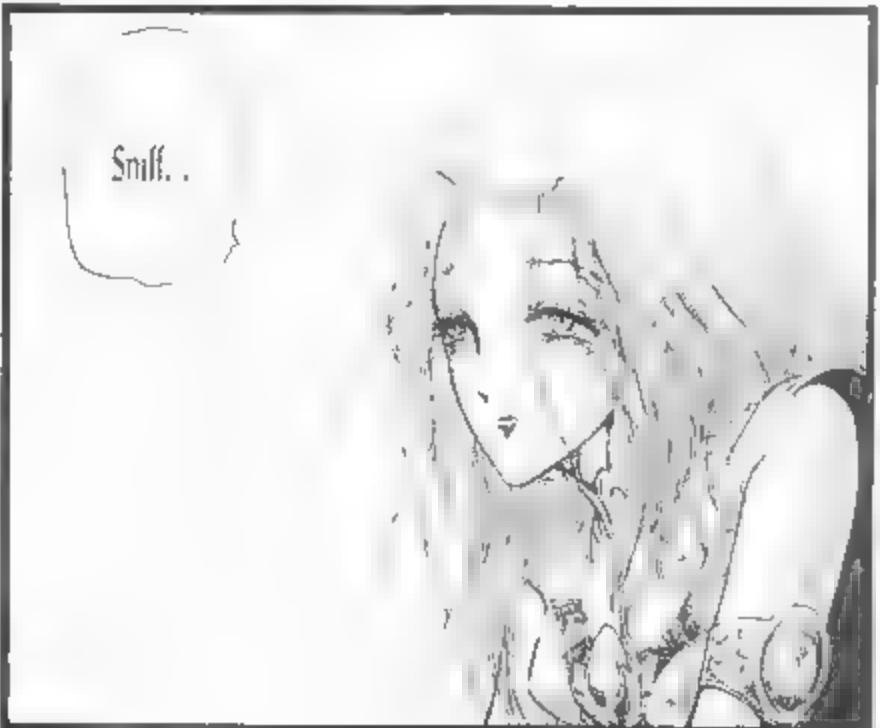
よしよし

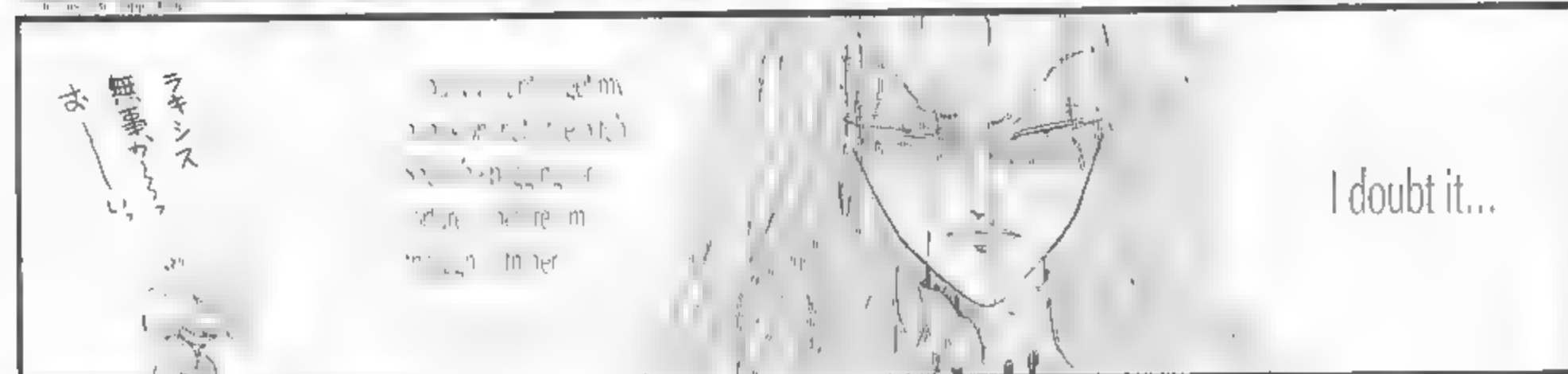
ふ

I... finally... found you...

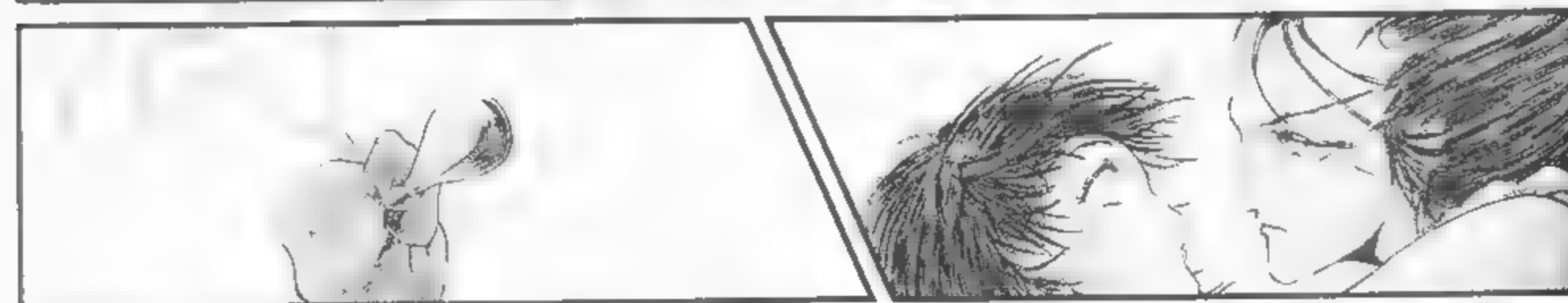


Sniff..



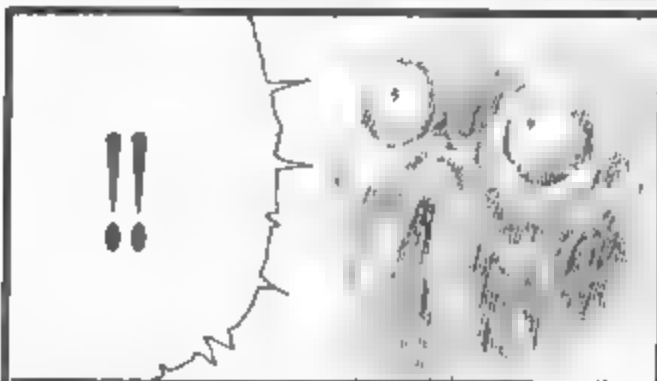








The Water
of Life!!



!!



Aaarrggh...
Aaaaaah...!!



Stop... Nooo!!



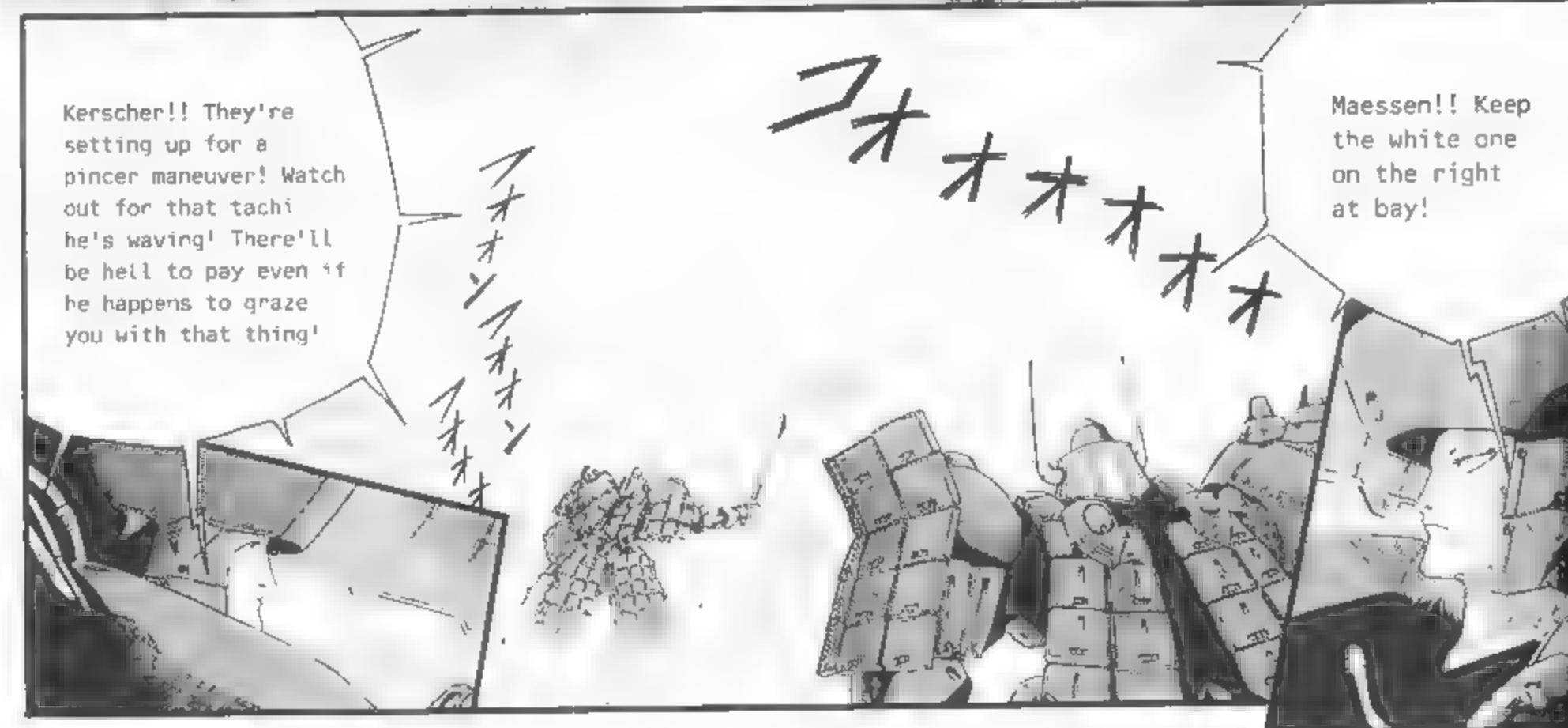
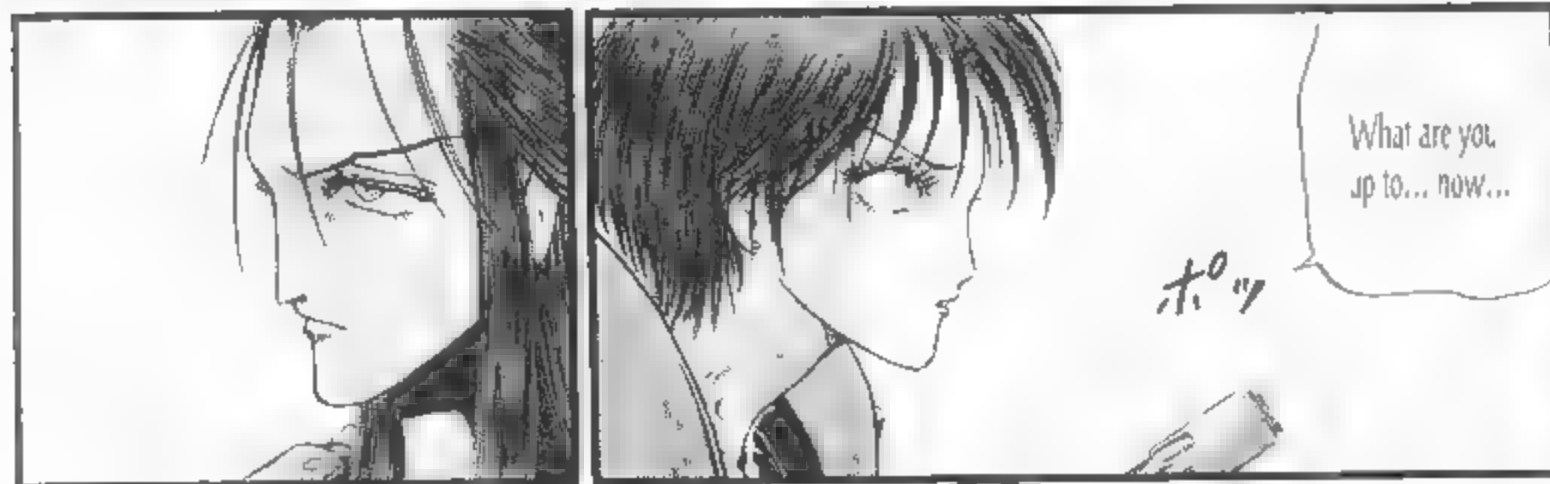
It's my Water of
Life... Mine!!

Who do you
think... you are!!



ボッ

Uuuuhhh!





Here we go,
Paltenon!!

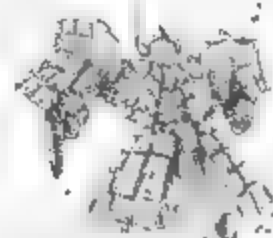
Backup? Who you fuckin'
with, fool!! We'll take
ol' Blue Armor over on
the left flank there...
and stay outta the way,
you hear!!

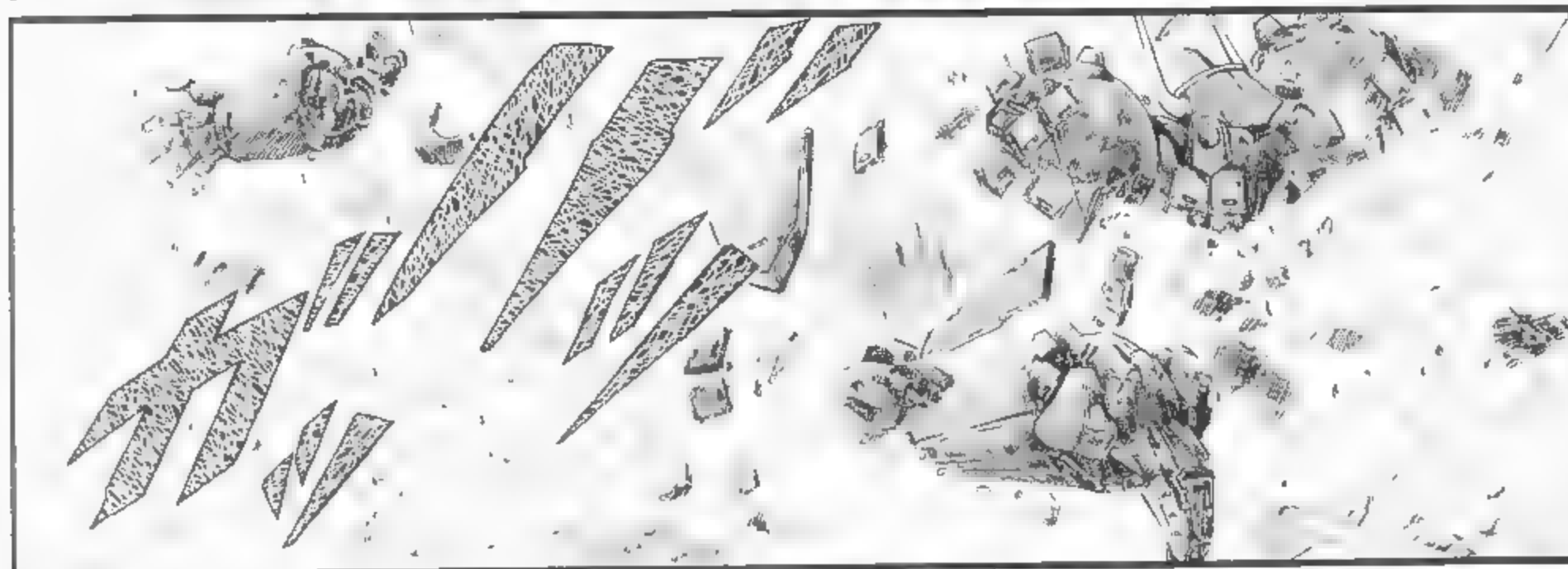
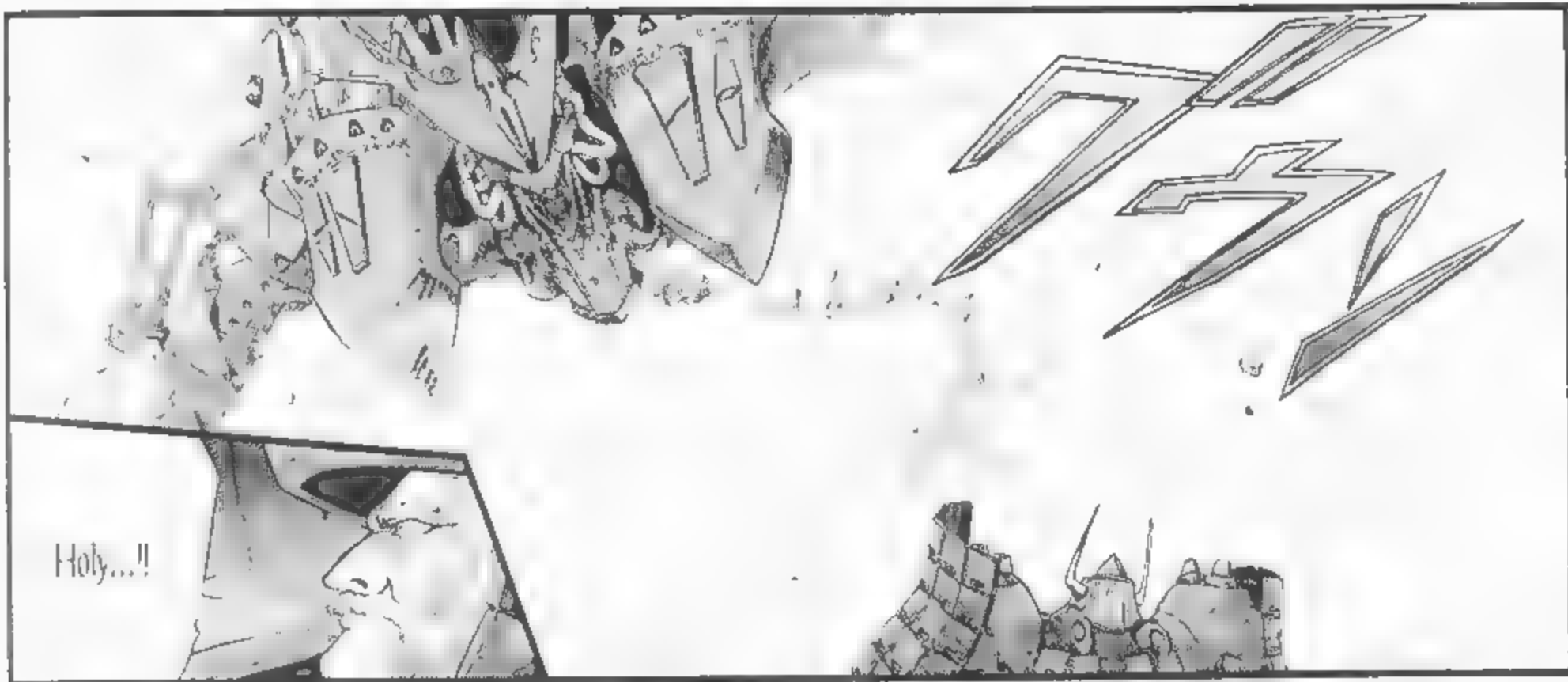
Schaft! All
three machines
are going to
rush us! Back
us up!



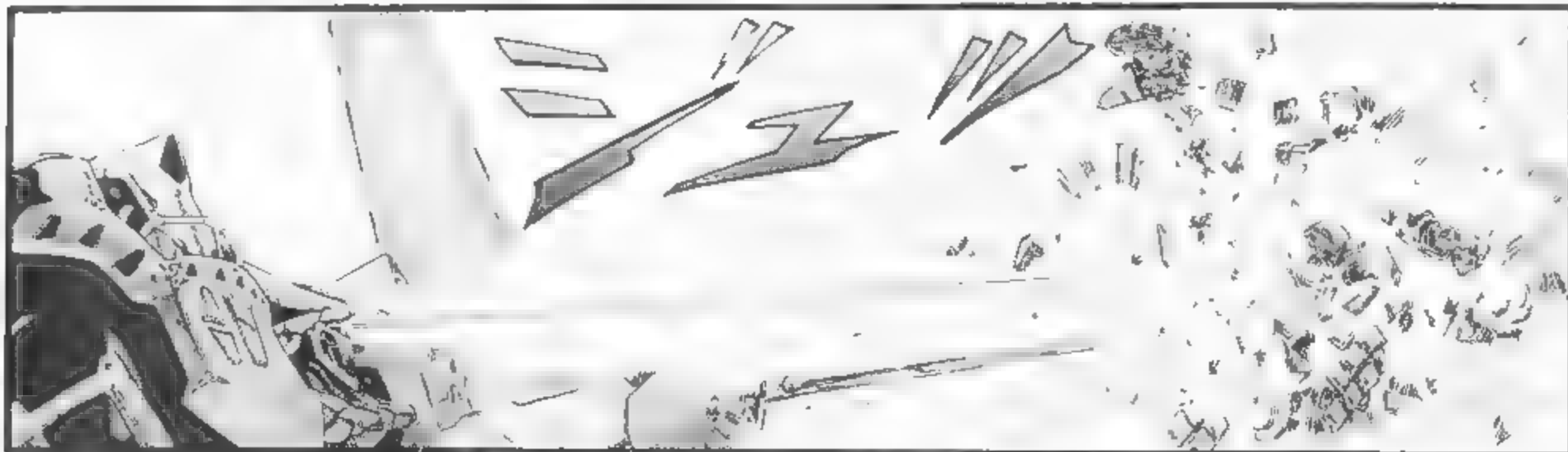
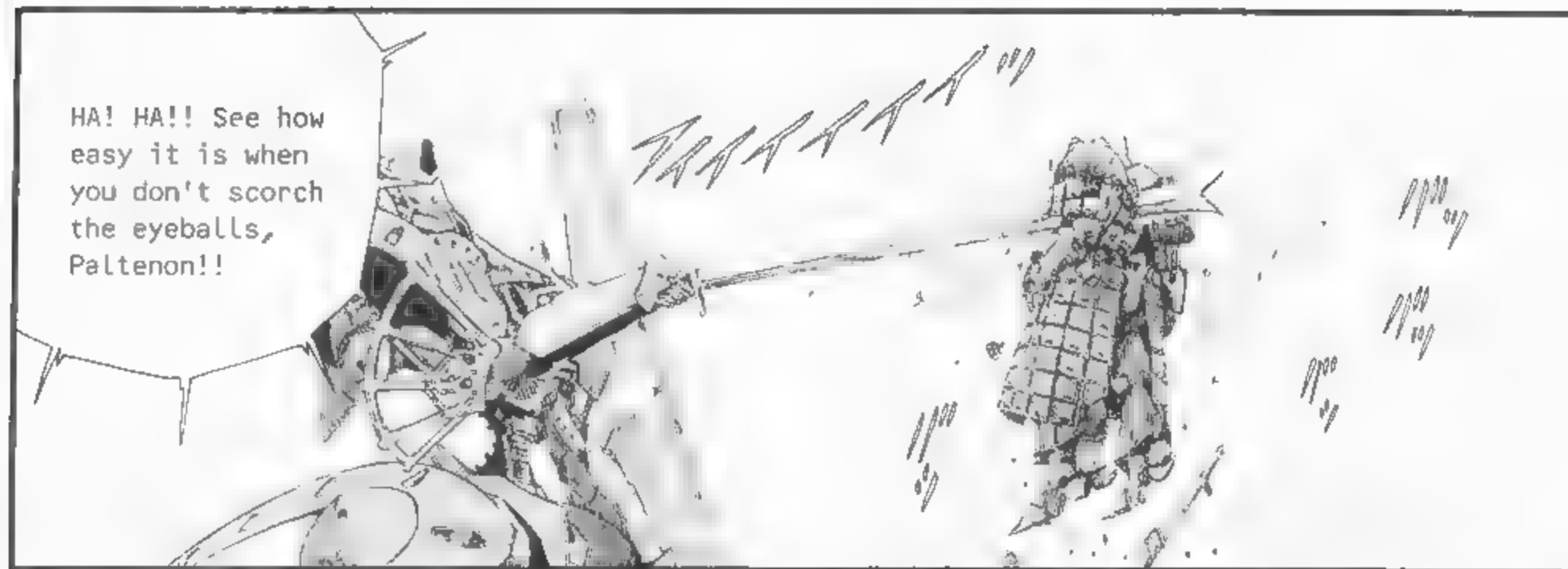
!!

ドドオ





HA! HA!! See how
easy it is when
you don't scorch
the eyeballs,
Paltenon!!



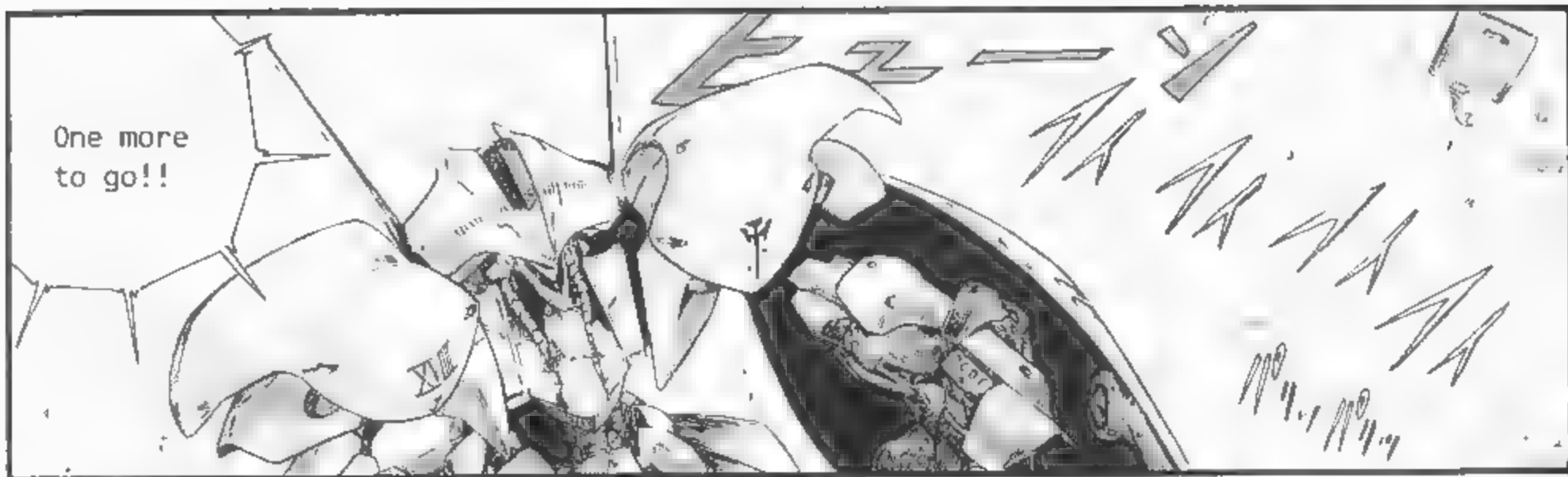
Fuuuuck!!



Master! On
your right!!

Can't see a thing,
Kersher... What
the hell's goin' on!





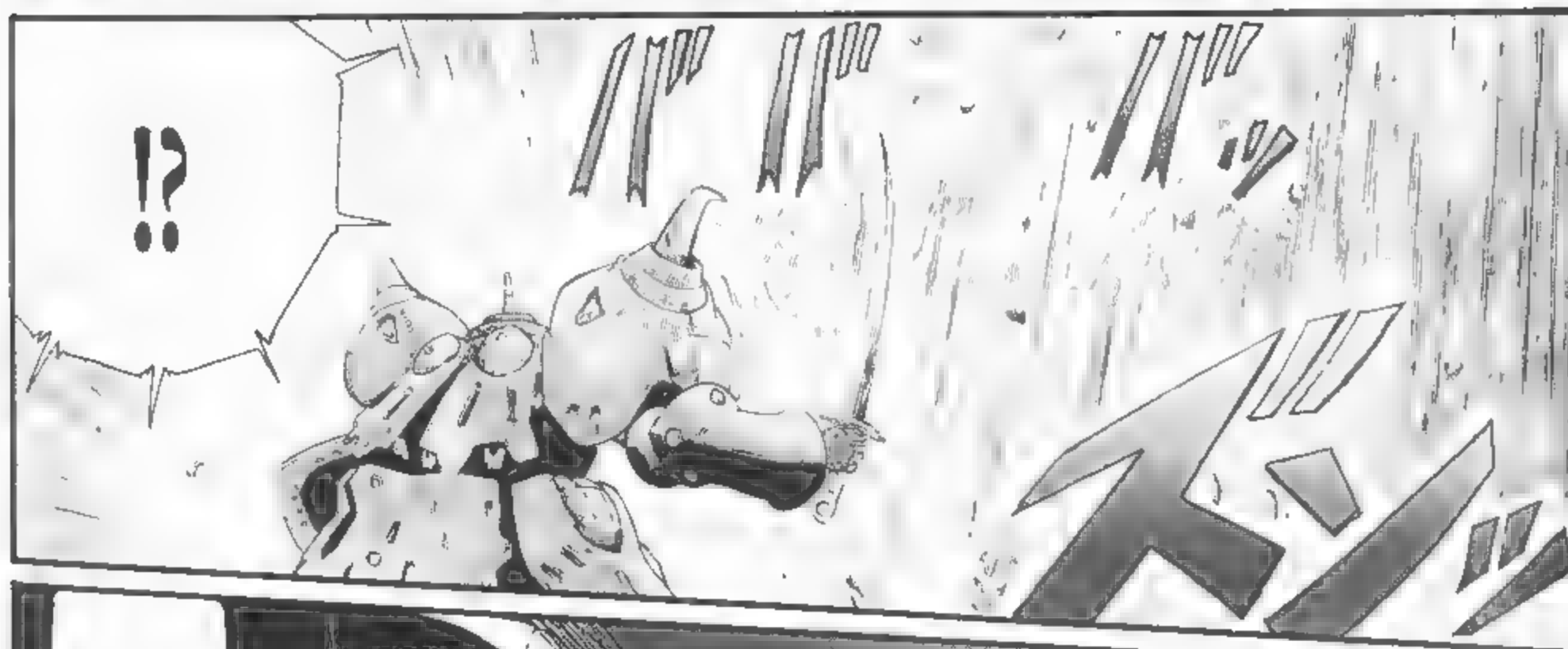
One more
to go!!



It can't be...
I'm imagining
things... No...
Impossible...
Unbelievable...

what! The Pied
Pipers...
defeated!!

Was it the
MH? Or the
headdliner!!



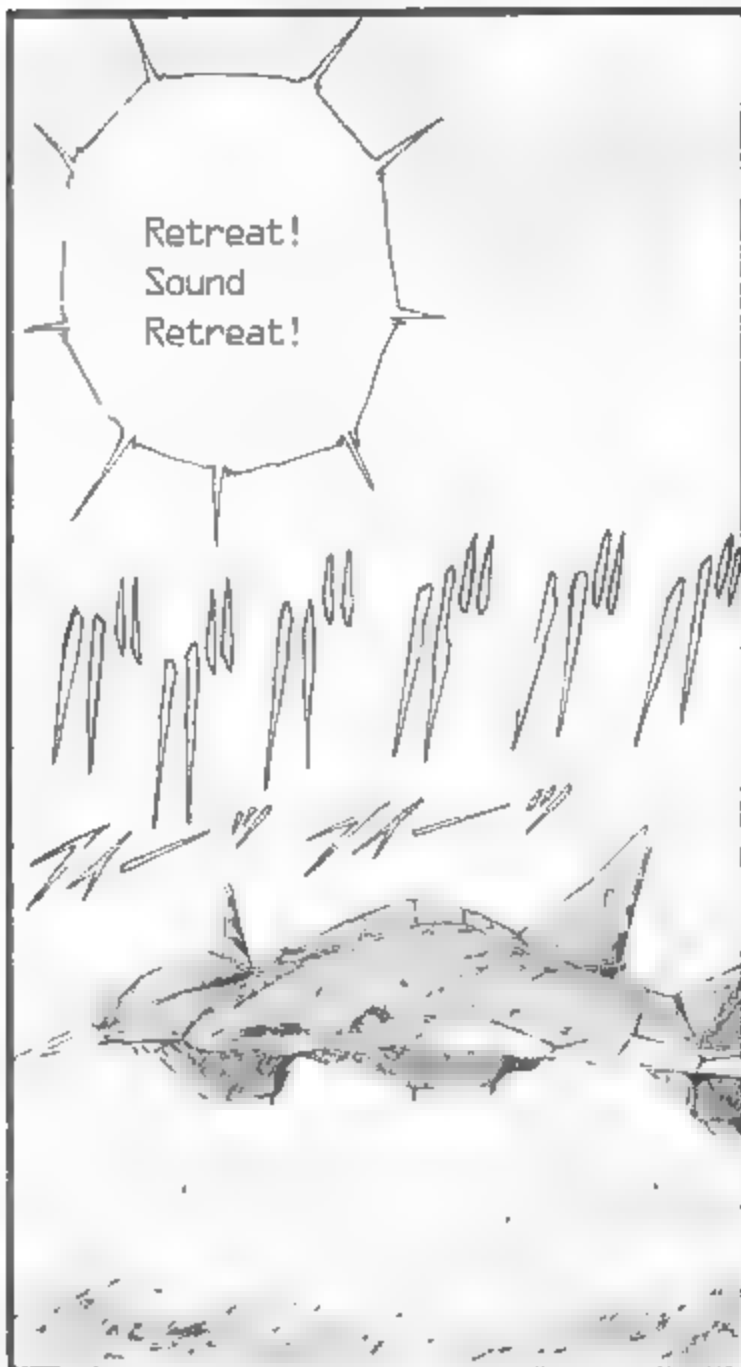
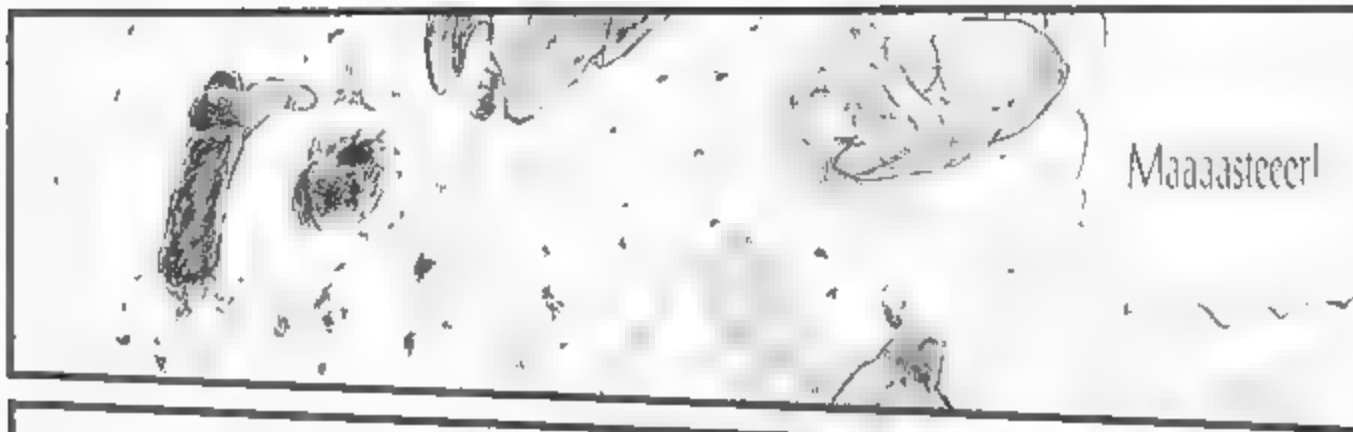
!?



...coming
too fast ..

He's







Lord Barrow?



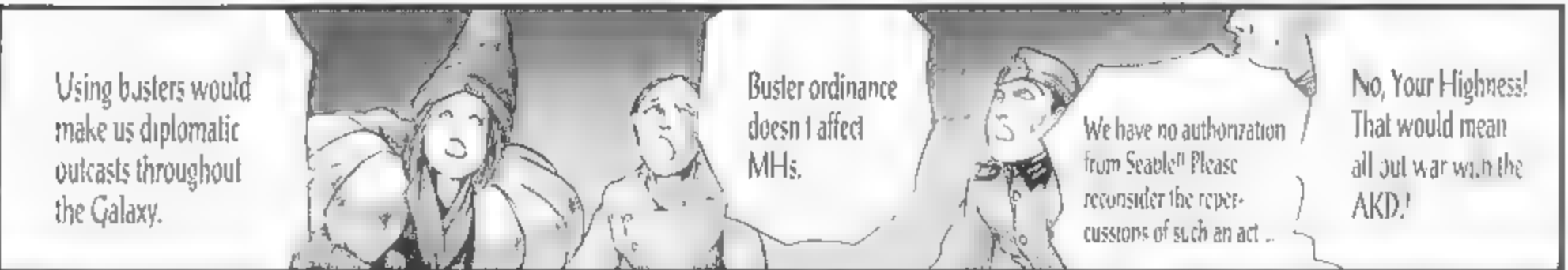
Man the buster launchers... We are going to reduce them to a pile of ashes

We're ready to show the AKD our final resolve!



What's all the fuss over a bunch of second-rate headliners?!

Calm down.!

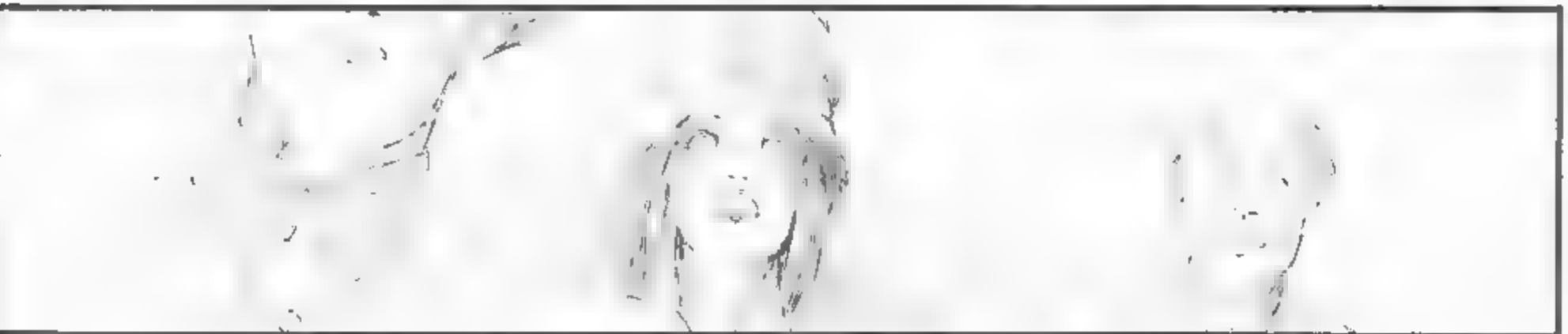
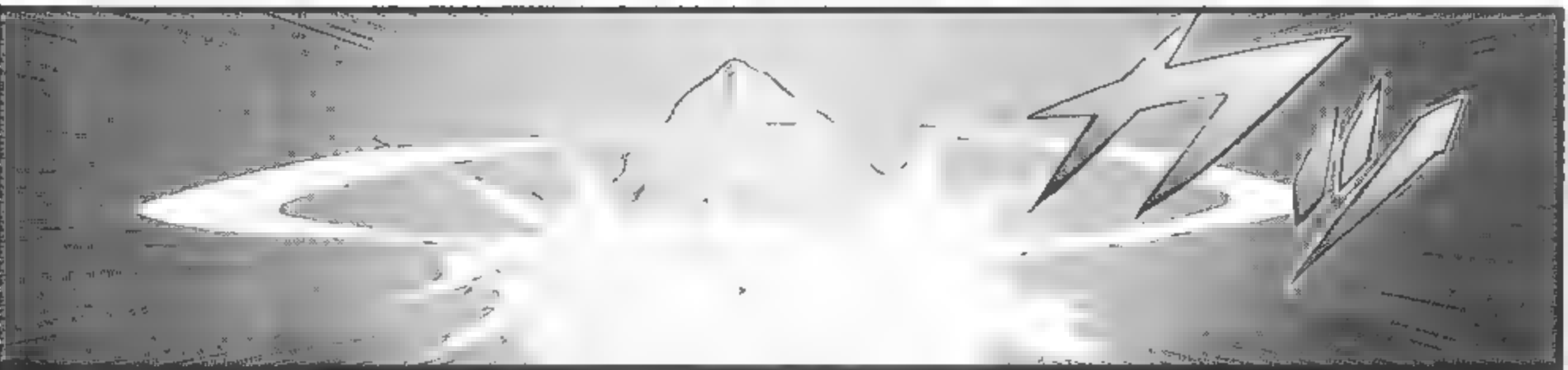


Using busters would make us diplomatic outcasts throughout the Galaxy.

Buster ordinance doesn't affect MHs.

We have no authorization from Seable!! Please reconsider the repercussions of such an act.

No, Your Highness! That would mean all out war with the AKD.!



Type LB-3 "Buster-Lock"..
From the . gnt in the barrels.
seven minutes to launch

Master I've detected
busler energy emanating
from the enemy's
mother ship

BUSTER-LB

EO EO EO EO EO

No can do!
Fresh out

Schaft !
what about
you?

あー 終了
終了

Can we
teleport and
destroy the
ship?

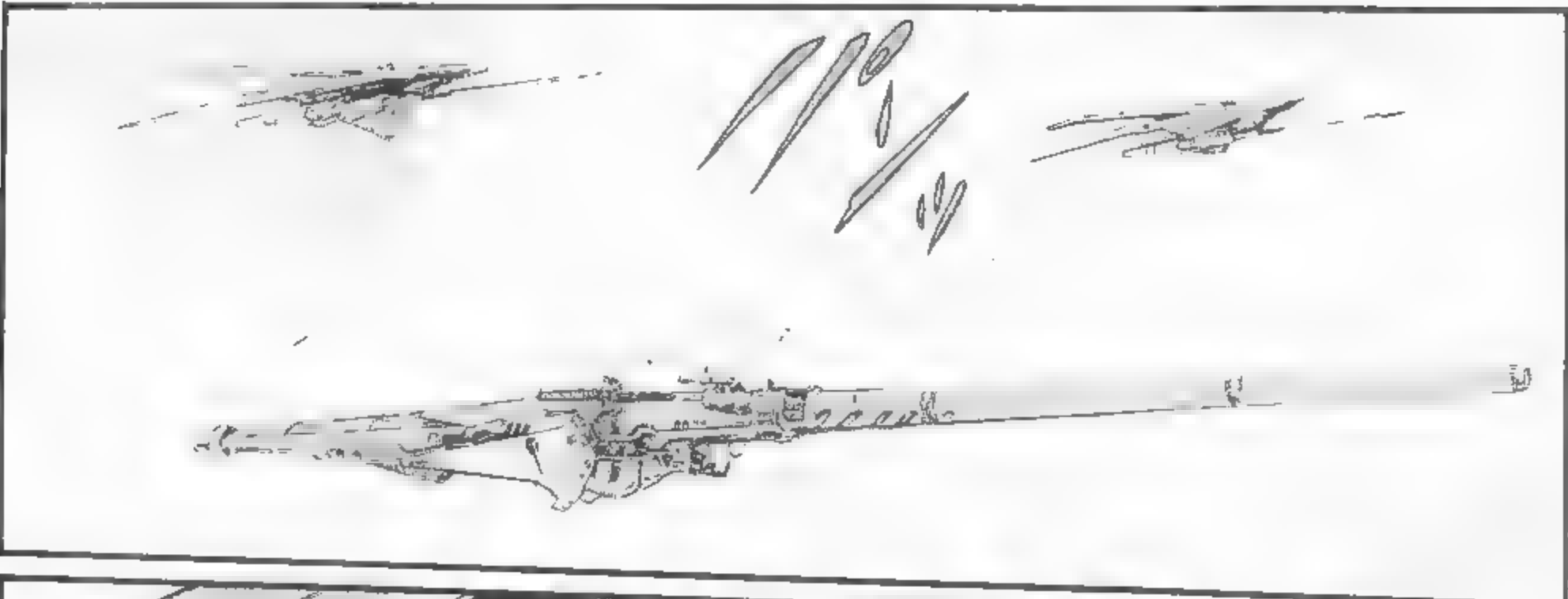
What are they doing!
They must know we
can evacuate in time ..
but what about the
troops on the ground!

No!! They're retreating
at full speed! There's
not enough energy to
pinpoint their
coordinates to intercept.

This might
come in
handy!!

Commander
Lonn!!

AKD 901



Kelappa!! They're a threat
on the way to the
base!

Report to all
commanding
officers!!
Atmospheric
distortion on
the way! Take
anti-shock
precautions!

What the
hell's goin'
on, Paltenon!?
Give me back
the controls,
will ya!?

Transmuting enemy
ordnance trajectory
calculations... in
progress

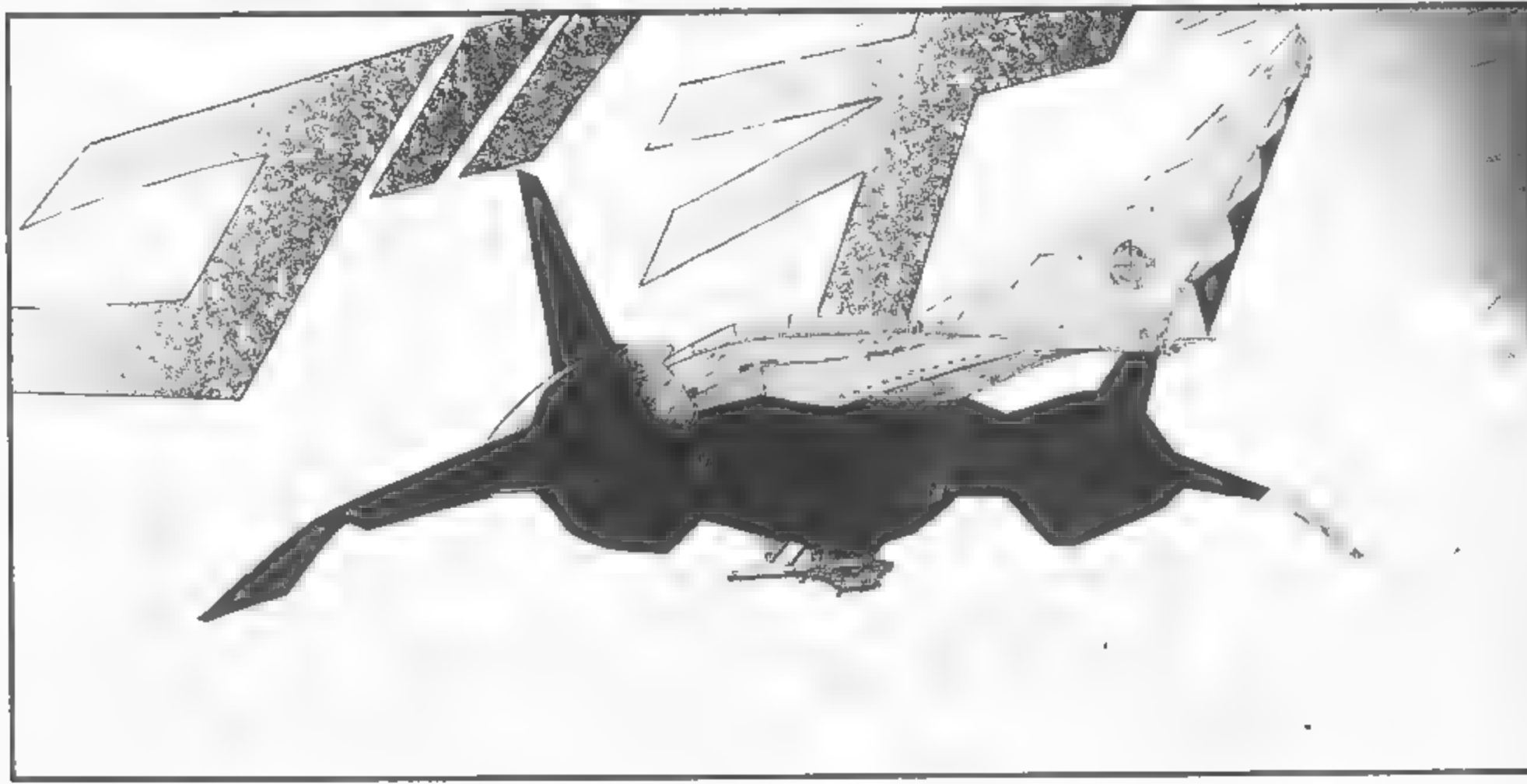
Remember that this is an active
volcanic region! Even if we are
on target, the blast will open a
hole in the volcanic crust!
We'll all be destroyed in the
resulting magma explosion

The enemy's
on the way!
We must
be ready to
our best to
and that's all

Also, Reun
see open clock
synchronization
from Paltenon

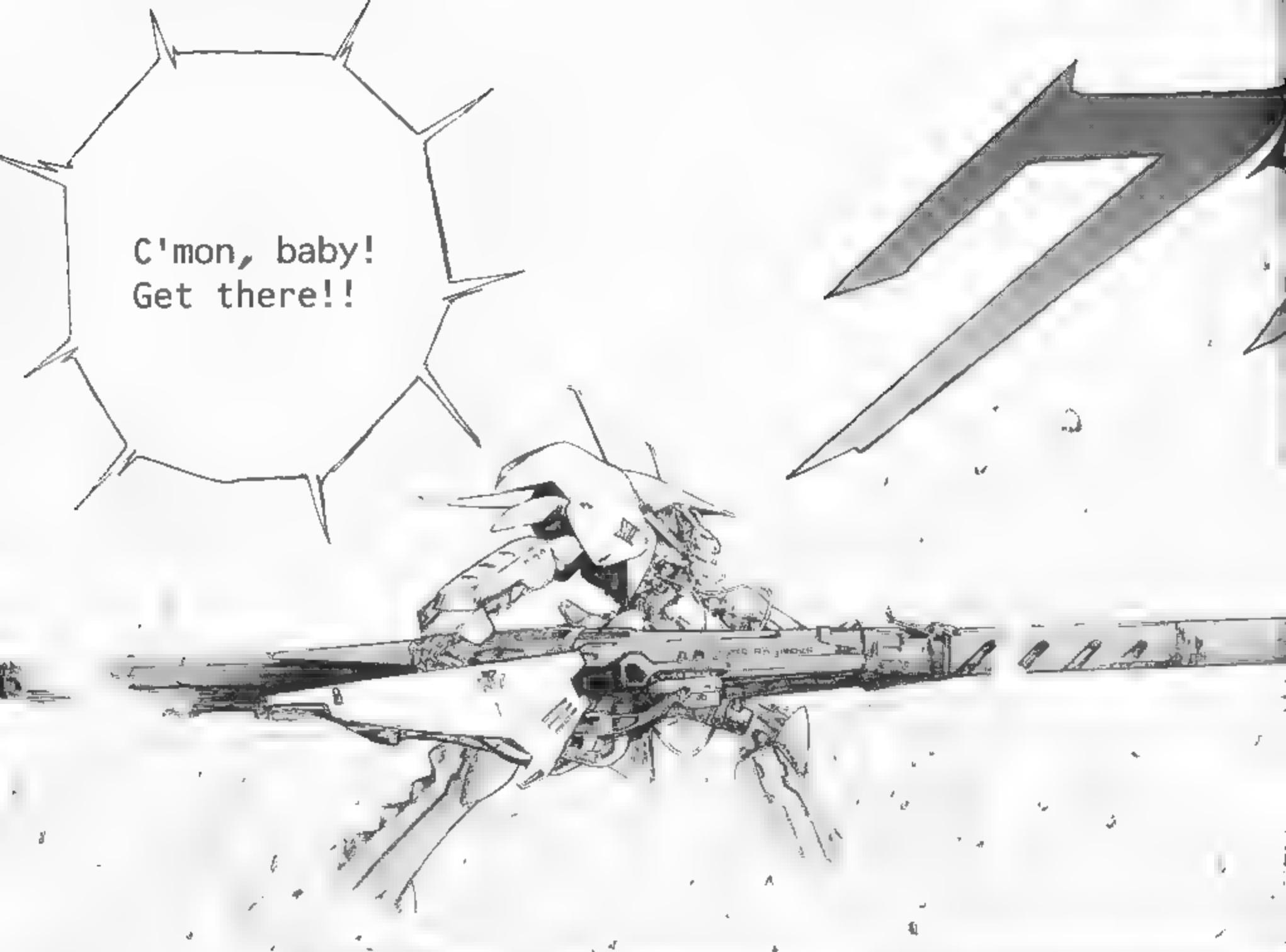
Command
line machine
C-1000

For
near
mass





C'mon, baby!
Get there!!



On target!!
Ordinance
neutralized!!



To be continued....

- IC 325 Amaterasu requests the countries of Kaldamity to join the AKD, but to leaving the lead of the Luflore Empire, which boasts the planet's largest and most illustrious history. They ignore the request.
- IC 329 Amaterasu launches a military invasion of Kaldamity, but is met with strong resistance by a unified defense force that has thoroughly studied his military strategy and tactics.
- IC 330 The Miraj Knights join the invasion of Kaldamity, leading to the war being down.
- IC 331 Shant approaches Kaldamity, which experiences violent upheavals in the planet's crust and chaotic magnetic fluctuations. Rescue and emigration from Kaldamity is stopped up. Amaterasu boards the Knight of God and leads the entire Mirage Knight corps in an all-out attack on the Luflore Empire. It is the last action anyone will take on this planet doomed to destruction by the approach of Shant. During the attack, KOCJ starts on a shore where cross-sections of Mondou, and just before Kaldamity explodes, Amaterasu is needed to safely leave the MLT as it is stranded on the Lake. In order to lessen the shock from the impending volcanic explosion, KOCJ uses the master's anchor to dig a 5000 kilometer crater in the planet's crust and drops a shock-resistant pearl bomb on the Lake. However, nothing can save Lachesis from the explosion, as she and KOCJ are blown somewhere out on the dimension.
- IC 3330 The Battle of Kaldamity is spectacularly concluded, and survivors from the defeated Kaldamity forces move to the Planet of Graves, where they commence anti-Amaterasu resistance activities.
- IC 3335 Amaterasu, upon consent from the only non-AKD planet, Iuno, is enthroned as emperor of the Jokers Galaxy.
- IC 3340 The LED Dragon awakes.
- IC 3400 Mortar head manufacture is slowed by natural resource scarcity. The leader of Iuno, King Colus V, begins a mobilization program to improve his country's military force led by the Berlins. Because the outcome of any battle is invariably decided by a clash of wills, the anti-Amaterasu resistance forces scattered throughout the Galaxy assist in this effort.
- IC 3410 The knights of the anti-Amaterasu resistance on Iuno, Amaterasu reveals plans to conquer Iuno.
- IC 3952 Amaterasu launches his last expeditionary invasion and heads for Iuno. A messenger is dispatched from Rohn to Amaterasu. It is Atropos.
- IC 3960 The heir apparent to the Colus Dynasty, Colus VI, escapes to Iuno with the help of Athena, princess of Batanka. The three royal families of the Colus Dynasty disband and scatter to the four corners of the Galaxy. The Black Knight Guard Syndicate, in the employ of the Colus Dynasty, conceals Iunchoon and Clotho deep in the thick forests of the continent of Berishi.
- Guard Syndicate is killed by a Mirage Knight while trying to escape. Amaterasu establishes the Union of Colus Kingdoms. Atropos teams up with Mirage Knight leader Upandla Rayanu.
- IC 3967 Amaterasu entrusts all of his authority to his eldest pawns. Upandla Rayanu, a hiltina created by Dr. Blanche, and retreats to a secluded Atle. For some time, E.U. Roegner and the other Mirage Knights are cloistered and sealed.
- IC 3968 Empress Runka, a remnant of the Colus Dynasty's Meister family, gives birth to Daizina, but dies at the hand of Amaterasu. Daizina disappears.
- IC 3998 Amaterasu becomes deeply concerned over his aging hiltinas and puts them to sleep. Galaxy ML continues to switch over to the non-humanoid Eclonimura hiltinas, and humanoid hiltinas rarely appear in public. The headliner population is also decreasing. In a galaxy controlled by a single, oppressive ruler, Upandla, the number of mortal headlins is also on the decrease, becoming superannuated and decrepit. This year marks the beginning of Upandla's reign of terror.
- IC 4044 Daizina Meister finds her way to Kaslenpo on Rohn.
- IC 4050 Daizina Meister meets Colus VI, who is waging a resistance in Kaslenpo.
- IC 4061 After wandering aimlessly throughout the Galaxy, Colus VI is awakened to his headliner heritage after being shown the mortal headlins that have been mustered for the resistance.
- IC 4062 Colus begins training for combat, and the many knights he meets seem also to be descendants of his ancestors' generations of headliners.
- IC 4075 Iunchoon and Clotho are discovered, but Clotho remains sealed and will not awaken.
- IC 4076 Colus VI meets Wey Rounth, possibly another headliner descendant.
- IC 4080 Civil war breaks out on Iuno, and Colus VI takes command of the anti-Amaterasu resistance forces in the conflict.
- IC 4082 An Amaterasu mortar headlin, Wunderschaltz, defects to Colus' side.
- IC 4088 Headliners and hiltinas who have been hiding throughout the Galaxy flock to Colus' side.
- IC 4090 Colus liberates Rohn. After the devastation of AKD forces invading Kaslenpo by an LED Dragon, internally, the Upandla regime gradually loses control of the situation, heralding the decline and fall of the AKD, but Amaterasu refuses to step in.
- IC 4093 Civil war breaks out on Delta Beran.
- IC 4100 The Floating Temple, the symbol of the AKD, is destroyed. Colus, Iunchoon and Upandla's Knight of God engage on the battlefield. Two sides hurry to the fray. Delta Beran is consumed in the quasar inferno of the LED Dragon.
- Amaterasu returns to Colus VI the sword he received from Colus III, signifying Colus VI as the true heir to the Colus dynasty. The citizens of Delta Beran leave the planet along with the Mirage Knights in The Will in search of the "god of light" who has led them.
- Colus VI liberates the Galaxy.
- Colus VI marries Daizina.
- Colus VI passes away at the age of 29.
- The mortal headlins gradually fade into oblivion. The headliners also gradually disappear, some taking their hiltinas with them, some alone. The era of war and destruction goes on, as the world continues its regression towards the primeval.

(The Era of the The Will Galaxy)*

- IC 5899 On an unknown planet, the Knight of God is transformed into a trileonite and craves.
- IC 6599 Lachesis awakens and with the Knight of God joins a space war with another civilization. In the aftermath, uncontrollable bursts of energy from KOCJ hurl them again and again into time gaps and lost abysses.
- IC 6787 In one planetary war, Lachesis is unable to activate the Knight of God, so this incorporeal hiltina finds commanders a local cyborg weapon, called an Imperium, to continue the fight.
- IC 6800 Amaterasu builds the MLT Coast Mirage, also known as Magdall Chivalries.
- IC 6850 Amaterasu and Lachesis, each on their own, travel from planet to universe encounter new human species and life forms.
- IC 7199 Lachesis lands on a mechanized planet and repairs the Knight of God.
- IC 7281 Amaterasu converses with the Omega Monument, which seems to contain a memory of people from the Joker Galaxy.
- IC 7343 Lachesis suddenly finds herself on Earth, in January 1945. She hides the Knight of God in the Baltic Sea and goes to live in the Baltic of Berlin. On 7 May she leaves the Division Nordland for France. Then returns to the Baltic Sea and falls asleep.
- IC 7451 Lachesis awakens in the Earth year of 2197 and returns to space.
- IC 7563 Lachesis transcends time to appear in the Joker Galaxy in IC 2045. She meets the 23-year-old prince of Greece, Amaterasu. After planting a memory of their encounter, she leaves the Galaxy.
- IC 7777 Lachesis and Amaterasu are reunited on the emerald planet of Fortune and are married. They bear a daughter, Karlen, and the human species begins a new phase in its evolution.

*Time in the The Will galaxy measures in the years actually passed by Amaterasu, but in Joker time it is 500 years per year in our time.

Chronology

(Last Millennium of the AD Era)

- AD 1000** Iron is discovered. Both is reclaimed and colonized. An alliance of imperial armies founds the super-empire Faras Die Kammarn.
- AD 5000** Rebirth of the "Blazing Empress." The Galaxy establishes all disciplines of pure science. The use of futuristic flying warriors and powerful wizards. Invention of the most destructive weapon known to man, the buster cannon.
- AD 6000** First trial of interstellar exploration. Continuous intergalactic wars cause such devastation to existing races and cultures that the human species becomes incapable of retaining its original legacy in fact.
- AD 8000** A geophysical world of four solar systems begins to take form. Reclamation of planets take place on a galactic scale, as the deserts of Aodier and Pestako, the closest planet to its sun, are made inhabitable.
- AD 9000** Interstellar exploration reaches an impasse, and space adventurers return to their home planets. The influence of Faras Die Kammarn wanes, as new independent states rise. Buster control technology is perfected. Popularization of the external combustion "ezlazer" engine, a technical spin-off from buster launcher know-how.

(The Joker Millennium)*

- IC 0001** Stabilization is achieved on the planets of the Galaxy's four solar systems, as interplanetary diplomatic agreements are negotiated and enacted, marking the beginning of the Joker Era. At this point in time, however, human civilization reaches its pinnacle and begins its descent. The Joker Galaxy enters an era of senescence and decline. A civilization that once advanced into the outer reaches of the universe, experimented with speeds exceeding light, and sought existence beyond the three dimensions is slowing down. The human race is now in a process of reverse evolution. From this point on, there will be no sign of significant historical change, even in millional terms.
- IC 0980** Birth of the mortar head, a battle machine modeled after the human anatomy and designed in the artistic style of science and engineering.
- IC 2020** In the Kingdom of Grees on eastern Delta Belun, the second prince of the Eastern Solar System, the albino Amaterasu Dis Grand Grees Eynos IV is born and destined to become the kingdom's heir monarch.
- IC 2026** Scientific genius Uranium-34 once publishes his research on a game humanoid computer systems.
- C 2040** Emperor Amaterasu uses his exquisite beauty and charm along with his superior intellect to gain unwavering support from the people of Delta Belun's eastern bloc of countries.
- IC 2077** Amaterasu and Ultra are married. Ultra will die childless at the young age of 150, equivalent to 95 years of age in earthling time. On the average, human's of the Joker Galaxy live to the age of around 100.

- IC 2135** Amaterasu makes improvements in the ezlazer external combustion engine used throughout the Galaxy to generate heavy energy.
- IC 2200** The beginning of a century of frequent international disputes and military aggression, promoted in part by the mortar head's ability to minimize casualties and destruction of property in the process of territorial expansion.
- IC 2310** A data processor greatly improving the control of mortar heads is developed by the mad scientist Lithium Rance. It is called the "Ultimate Artificial Life-Form Physiologically Identical to Human Beings."
- IC 2324** Amaterasu is enthroned as the ruler of Grees at the age of 304. Over a forty-year period, he has contributed much to the cause of international peace among the countries of Delta Belun.
- IC 2397** Despite his 377 years, Amaterasu has remarkably not aged significantly since reaching adulthood.
- IC 2400** Amaterasu's Eastern Solar System and the Northern Solar System, which is ruled by large and powerful countries, attain a state of relatively peaceful coexistence, while the smaller countries scattered throughout the Southern and Western Solar Systems remain in political turmoil. It is a time of mass production of both mortar heads and missiles.
- IC 2629** Amaterasu makes the acquaintance of the scientist genius Chrome Blanche.
- IC 2810** Amaterasu spends ten years recruiting a corps of superior headhunters to act as his imperial guard and names them the Mirage Knights.
- IC 2813** Amaterasu's imperial guards are organized into an order of knights known as the First Eastern Mirage Corps, which is given command of the al-the-imperial armed forces, and charged with employing the mortar heads in quelling international military incidents.
- IC 2875** Amaterasu annexes the ten eastern countries surrounding the Kingdom of Grees. Shortly in the Southern Solar System, Colus I, ruler of the super power on the planet, and forms the kingdoms on his borders into the Colus Dynasty. Colus III is born.
- IC 2878** Amaterasu is appointed planetary president of Delta Belun.
- IC 2899** Amaterasu annexes Delta Belun into an organization called Amaterasu Kingdom (hereafter AKD). The report of this action is greeted with surprise and apprehension throughout the Galaxy. Dr. Blanche completes the AKD flagship battle cruiser Belcreal.
- IC 2900** A scarcity of natural resources in the Galaxy reaches critical proportion, and some synthetic materials that have existed for thousands of years begin to transform or deteriorate. Kalamity Gadarce, the second planet in the Northern Solar System, begins to transform under the influence of its own planetary reclamation activities.
- IC 2955** Completion of Amaterasu's airborne plane, the

Flying Temple, on some 25 kilometers wide, hovering 3000 meters in the atmosphere above the planet.

- IC 2987** One of the Galaxy's most accomplished scientists, Dr. Blanche, decides that a lifetime debut will not be held for Atropos, one of his "three fates of destiny" and allows her to escape.
- IC 2988** Dr. Blanche's final two fatalities, Lachesis and Clotho, come of age. Amaterasu acquires Lachesis, while Clotho is taken into the care of Luno's King Louis I.
- IC 2989** Three leading edge mortar heads, called LED Mirages, join the forces of the Colus Dynasty against neighboring aggressor T-lagoon. A Meister Ludas Sopp is entrusted with the jeweled sword of the Colus Royal Family, and the royal family's Master Luncheon is sealed shut with Clotho inside.
- IC 2992** Atropos begins 350 years of seclusion with an infant LED Dragon.
- IC 2993** Magdall and Depe are born in the Republic of T-lagoon in the Western Solar System.
- IC 3007** The LED Mirage fleet and Amaterasu's Knights of Gold are exhibited before the Galaxy. Second phase of the Mirage Knights.
- IC 3009** Completion of the heavy Meister Ludas known as the "monster of the Mirage Knights" due to its dual buster cannon design.
- IC 3010** The "Maestic Stand" begins, and the Galaxy is thrown into greater political turbulence than it has ever experienced.
- IC 3079** Princess Magdall is crowned ruler of the Holy and A-Toll Empire.
- IC 3159** Amaterasu suddenly launches a military attack on the Rent Republic of the neighboring planet of Adile.
- C 3162** Addier is incorporated into the AKD and becomes Amaterasu's chief of military operations, commanding a large galactic expeditionary force.
- IC 3180** A solar system is discovered.
- IC 3185** Construction of The Wall is completed, and environmentalism is heightened among the people over galactic unification. Amaterasu is 1165 years old.
- IC 3199** Amaterasu launches an invasion of Both in the Western Solar System. Many of the planet's residents welcome the invasion as the revival of political stability to a chaotic situation that has continued since the beginning of the Maestic Stand, so Both is quickly incorporated into the AKD. However, the region of Kastenpo on the continent of Cynann for some reason is able to retain its former status as a free and autonomous district, and only the Holy Empire of Both is
- IC 3225** The moving solar system of Slant with a 1400-year orbit approaches the Joker Galaxy, and it is predicted that Slant will increase the instability of Kalamity already caused by mineral resource depletion.

#19/42p



チカチカ
Chikah-chikah-chikah
(Blink-blink)

A very intense light blinking on and off

#19/48p



スリ
Suhrahree

Relaxing one's muscles in a smooth movement

#19/52p



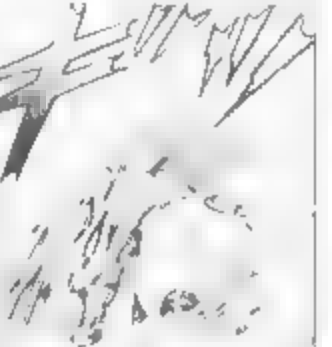
#19/53p



カッ
Kaht (Kekk)

Sound of shoe heels on a bare floor, but here the sound of kekko stores

#18/22p



ギッ
Gih (Screak)
Metal Atonian

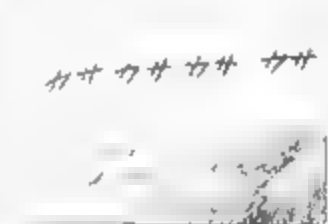
#18/53p



キラッ
Keerah (Flash)

Light shining on some object

#18/20p



カサカサカサ
Kahsah-kahsah

Moving through heavy brush
Paper etc. being crumpled
Clamorous ground in search of something

#18/44p



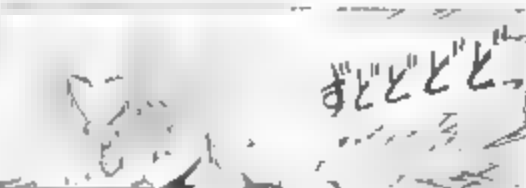
#19/53p



カタカタカタ
Kahtah-kahtah-kahtah

My legs are shaking and my knees are weak. I can't seem stand on my own two feet... All shook up."

#19/15p



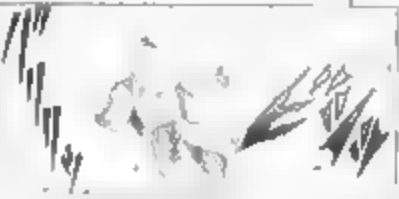
ずどどどど

Zuhdoh-doh-doh-doh

(Areee, Yayayahhh, Whoop-whoop)

Trampling sound of an attacking squad of soldiers or a mob. Usually expressed by war cries in English

#18/11p



ビシッ

Bishit

Sound of a whip or cane
Appearance of someone being hit

バリリッ
Bahreereet

Sound of electrical current

#18/11p



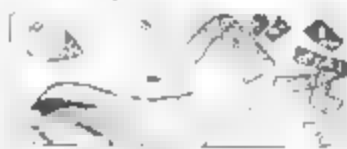
#19/54p



はっ
Haht (Ugkh)

Gulp one's breath from fear or surprise

#18/21p



べえっ
Behh

A way to indicate a person's face is highly scornful or eye-rolling. A common expression with the classic, almost universal, "behloh," sticking out the tongue in protest

#18/27p



フッ
Foot

A sudden, quick bodily move

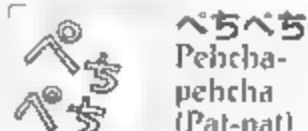
#18/42p



ポリポリ
Pohrih-pohrih
(Snitch-scratch)

Rasping noise scratching one's back

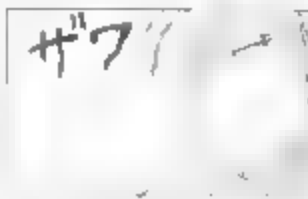
#19/61p



ぺちぺち
Pehcha-pehcha
(Pat-pat)

Patting someone on the shoulder or cheek in a friendly manner

#19/41p



ザワ
Zahwat

Nervous anticipation of danger

#19/56p



#19/8p



ぬーん、ぬぬ
Noon, New-new
(Tsk-tsk)

Expression when facing a difficult or impossible situation

#18/39p



わー、オーッ
Wahh, Oohh
(Hooray, Yayaaa)

Shout of joy or battle cry. A crowd roar

#18/57p



うふっ
Uhfut (Mmmm)

Woman's seductive laugh

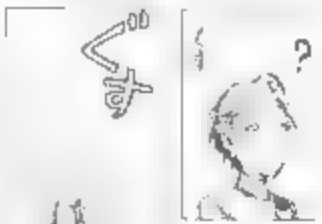
#18/41p



ひくひく
Heeku-heeku (Tick)

A part of the body like a cheek starts to twitch with fear or anger

#19/56p



ぐす
Guhsuh (Sniff)

The nose sniffling while crying

#19/61p



#19/47p



がくうっ、ガク
Gahkuht, Gahkuh

Dropping one's head in disgust, sorrow or dejection

Special Effects

#18/9p



ズドン
Zudohn (Blam)
A humungous explosion.

ゴオオオ
Gooooht
A burner at high flame.

#19/28p



コッコ
Koh-koh-koh-koh
(Pull-putt)
Sound of a piece of machinery idling.

シュツシュツ
Shuhl-shuhl
Exhaust of a propeller.

#18/49p



#18/24p

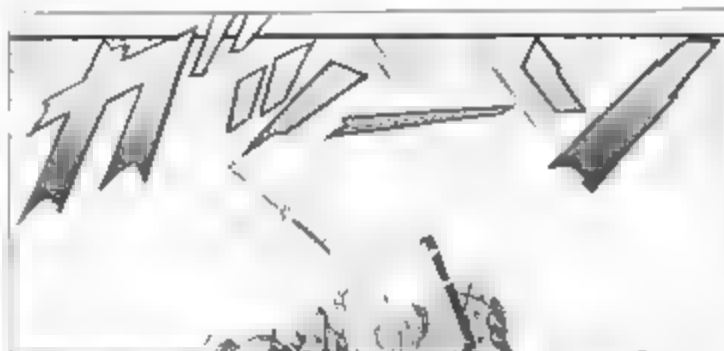


ギシッ、ミシッ
Gisht, Meeshit
(Crunch)
Sound of something being crushed or broken. Also the sound of a bone being crushed.

#18/65p

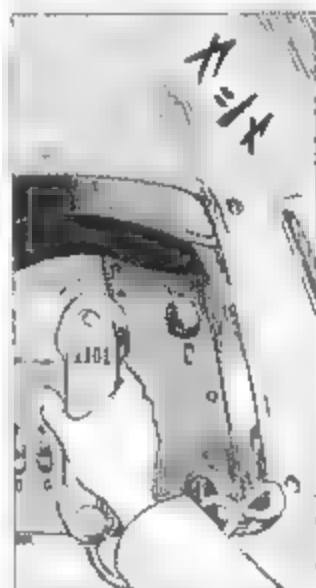


#18/59p



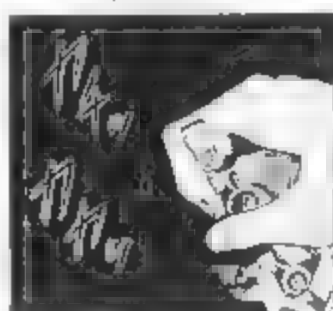
カツーン
Kahtsuun
Sound of a sword being drawn.

#18/13p



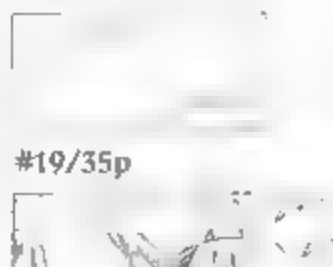
カシヤ
Kahshuhl
Sound of a sword being drawn. Also any similar shrill sound.

#19/37p



カチッ、カカッ
Kachit, Kahkhit
(Click)
Sound of flipping a switch or pressing a button.

#19/27p



#19/35p

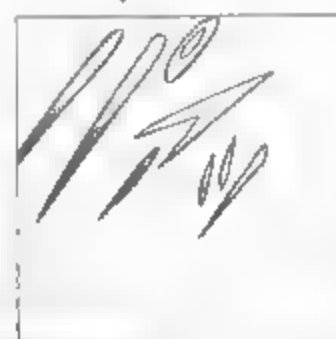


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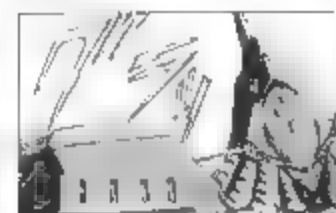


ヒュッ、ヒュンヒュン
Hyuhl, Hyuhn-hyuhn
Wind flapping through the air.

#19/60p



#18/51p



グラッ
Gurah
Sound of a dizzy spell or a person falling over. Also the sound of a person falling over.

#19/13p



バシュッ
Bahshuhl
(Whoosh Bweee)
Sound of a sword being drawn. Also the sound of a sword being drawn.

#19/59p



バアッ、パッ
Paht, Pat (Flash)
Blinding light flash.

#18/21p



ビューン
Biyyuun
(y y y) high speed

#18/37p



#19/34p



ピッピッ
Pee-pee
Sound of a person's feet.

#19/31p



ズンッ
Zuhn (Sssss)
Sound of a person's feet.

the Fatier or somebody stroking our gray bear ts. Then we dive bomb down in to the uniform of a new recruit back private gazing up a fat mess raining down upon him because two super powers happen to be pissed off at one another. Furthermore, time-wise the stories refuses to proceed in the neat chronological order we all know and love. Premonitions and hallucinations by characters, or flashbacks and visions of the future keep cutting in to the flow shuffling the scenes like a deck of cards fragmenting the reader's basic textbook-oriented instincts, waste at the same time throwing hints about the huge monolith that actually exists behind all the chaos.

In other words, it's a tale being narrated on many different levels, in literary terms. It can be called a "postmodern" work and "meta-fiction." Despite all that, in the end it turns out to be pretty easy to understand. When you get right down to it each episode itself presents a simple drama making it easy to introduce the emotions being played out its vivid, lively characters. *FSS* has a tapestry-like structure into which a lot of short tales have been woven, sometimes patchworked into one. The dominant texture of the weave is the landscape making up the alien world of the Loker Galaxy.

At the nucleus of all the episodes or mini-tales woven into the tapestry is almost invariably a class of knights, called "headliners," who possess on a genetic level abilities far superior to ordinary human resident of Galaxy. They, the headliners, come equipped with huge war machines called "mortar heads" and manufactured humanoid assistants functioning as biological computers, called "fat mas." The differences that exist in the styles and attitudes of headliners and fatmas, differences in the mortar heads they operate, and differences in the reason d'être of the nations-states that populate the Galaxy are all intricately and inseparably wound together (not necessarily as warp and weft), and one axis driving the whole tale is the variance and friction that exists between these three super elements and "ordinary people." While maybe skipping a generation or two, the headliner bloodline continues to be passed on, and beside these knights stand immortal fatmas to lend a helping hand, as the roar of mortar heads echoes and sometimes screams throughout the Galaxy. The world of the Loker Galaxy itself seems to have been designed especially for the headliners, their machines and fat-mas, in fact whenever the tale turns to something that is not enclosed in the shadows of these three figures, the author nonchalantly jets sons the story somewhere that's not in Loker.

On the surface, *FSS*'s headliners, mortar heads and fatmas could be viewed as the three symbols that rose on the entertainment scene since the anime boom like to mention as indicative of Japanese comics: super-people, mammoth robots, and cute girls (virgins by and large). It would (might) be interesting to discuss the significance of these three symbols on the present anime/comic scene, but now isn't the time. Let me just say that the very same three symbols function in the exact same way in "young adult-oriented power fantasies" published in the United States. The problem here is that *FSS* could be understood in the light of such a simplistic connection, and in fact I wouldn't doubt that many people have read the work with the same image in mind (to each his own). The real problem is however, that Nagano has betrayed such simple symbolism in both his writing and illustrations. The mortar heads are violent, destructive machines to the extremes of cruelty, imaginable and not, (a possible the result of the infatuation that boys have with power symbols) and the fatmas are the objects of a do-I-fetish bordering on the pathological. Moreover the headliners as "the chosen people" are also depicted as social pariahs. Such characterization is by no means coincidental, for one can observe a clear intent on the part of the author to poke his nose at what has become the mainstream of the Japanese entertainment business.

The Chronology and Setting

Mamoru Nagano has described the idea behind *FSS* as "anything goes," the only "restraint" being the chronology of the Loker Galaxy. In contrast to the science fiction novels of authors like Isaac Asimov and Robert A. Heinlein constructing chronologies based on a common view of the world prepared by the writer, this chronology originated from readers and fans just fooling around with Loker history and then developed into its present "official" version. Similar to the official adoption of the mobile suit variation that a fan made up after seeing *Gundam*, the systemization of *FSS* in the form of a chronology has always fallen within the bailiwick of fan behavior and interest. It can also be said that Nagano first did the systemizing in the hope that fans would react with behavior within a range he himself could maintain strict control over.

Not only that, but just after the debut of *FSS* in 1986, he embarked on the founding

of a new company called Toyspress, in order to manage his copyrighted material. The company also began compiling and publishing encyclopedias, glossaries, and design illustration collections based on *FSS* and proceeded to market the titles through its own exclusive distribution system. These publications enabled Nagano set forth his own vision in the form of designs and text, and in the process drastically reduce the room available to readers and fans for filling in the blanks left by *FSS* with their own versions. On the other hand, the fans look to the new reference materials like ducks to water, reading them like annotations to the Bible, hoping to be freed from obscurity, but rather discovering a whole new tale in the process. What they discovered was a whole new, original system invented by Mamoru Nagano, all on his own.

Of course, if it had turned out that *FSS* itself had become inferior in quality to the "Five Star apparatus" that appeared before individual fans as a result of this large body of "source" materials, Nagano's work would not doubt have grown tiresome by now and become exhausted. But that not being the case is probably proof that Nagano has always been able to exceed expectation quotients or at least manage to come up with things that avoid confrontation with them. Now, from the reader's standpoint, the system that Nagano has built definitely transcends the simple comic framework in a veritable entertainment environment, which after learning how to play there, can be easily turned into a thoroughly enjoyable theme park.

Vigilant attention to (verging on preoccupation with) setting is a value unique to the Japanese entertainment market. With the debut in that market of the TV animated film, *Mobile Suit Gundam*, in 1979, productions of SF dramas characterized by real world views came to enjoy tremendous popularity among young adult viewers. "*Gundam*" madness was supported in great part by its commercialization as a "fictional military weapon" in plastic model form, and later on such productions would always be planned beforehand with elaborate SF and/or military settings. Those who took on such tasks became specialists called "mecha-designers" within Japan's unique anime system. "Mecha-designing" is an occupation concentrating solely on the mechanical aspects of the design layouts for the "animator" to draw. Mecha-designers would design their robot specifications in series, like lines of tanks or fighter planes, and the variations they came up with were reproduced in concrete form by plastic model makers. And so the publication of such design plans in conjunction with commercialization brought about the phenomenon of each "mecha designer" developing his own name brand. Even in the industry today, being able to draw a "really cool" robot has itself become a tradition with inherent value.

Mamoru Nagano, the creator, is also a former "mecha designer," and for that reason, there is no doubt that he is fully acquainted with the value placed on detailed settings and the publication of design plans in today's market. It is the skilful incorporation of such values that has produced the entertainment genre known as *Five Star Stories*. In terms of the service being provided to his fans, it's a system like a flywheel keeping the creator himself running like clockwork. By publishing stuff like chronologies and the Toyspress reference materials, Nagano has created a relationship of competition (tension) to the actual comic in a form seldom seen. As long as he continues to employ his system, Nagano will never be able to transcend the vision that he made public beforehand. On the other hand, one gets the impression that the system's state of perpetual motion is what's maintaining *FSS*'s popularity and unique quality.

It is in such a form that Nagano's world of *Five Star Stories* has become a unique entertainment system enjoyed by the Japanese public. It is the product of the Japanese entertainment environment I have sketched here. At first glance, it seems to fit comfortably into the trend of bring "otaku" tastes out the closet in packages for mass consumption, while *FSS* itself insists that there are parts that don't fit at all. What is amazing about the whole thing is not the longstanding popularity, but the fact that *Five Star Stories* has continued for such a long time to exist as a freak-mutant in relation to the business as usual on the Japanese entertainment scene.

Futuro Oda
February 2001

Young Readers' Guide for Five Star Stories

Five Star Stories claims a very special place in the world of Japanese comics. The series has continued for almost 20 years now, and books sales continue to grow. Despite being undoubtedly one of the greatest commercial successes in Japanese comic culture, *FSS* has at the same time never conformed to the mainstream of that culture. Despite its continuing popularity among comic readers, *FSS* has never been trendy: it has never been touted as "culture" by reviewers peering into the extremely delicate "manga" culture of Japan. Maybe that's because *FSS* author, Mamoru Nagano, has never really cared about what the critics think. Now that *FSS* has gone international with the publication of an English language version, I'd like to retrace how it got this far in the first place and then briefly describe what all the fuss is about.

Some Background

"A super fantasy from the anime generation." That's the catch phrase that appeared on the cover jacket of the first volume of the Japanese version of *FSS*. "The anime generation" is a definite key word symbolizing the kind of difficulty posed by *FSS* as a comic book. Merely outlining the conventional history of the Japanese manga, including its golden age from Osamu Tezuka to the Tokiwa-so Era and the appearance of the three major boys comics, illustrated sagas ("gekiga") and girls manga wouldn't help anyone understand the place that *FSS* deserves in that genre. So I won't go into it. *FSS*, and of course the existence of its creator, Mamoru Nagano, was formed out of feedback stemming from such Japanese sub-cultures as rock music, science fiction films and video games, and so looking at *FSS* in terms of only the "manga" sub-culture results in having to understand it as a freak-mutant within that genre. In particular, its "anime" factor is without a doubt an extremely important element, since its creator, Nagano, is by trade an animation designer.

The phenomenon known as the "anime boom" triggered by the two huge successes *Uchusenkan Yamato* (*Space Battleship Yamato*) and *Katosenshi Gundam* (*Mobius Suit Gundam*), brought about a number of important changes in the Japanese entertainment industry and also greatly altered the direction of the medium known as "manga." In particular, from the 1980s into the early 90s, a period of time that can be called the "post-anime era," the two genres of anime and manga quickly approached one another, and after the term "media mix" came into popularity, a lot of new comics were published characterized by a lack of distinction about the audiences they were targeting (boys, girls or young adults). The pioneers in this new era transcending both age and gender were a group of science fiction comics, like *Ryu*, which was first published by Tokuma Books in 1979. Then by means of appealing to both creators and readers from the "anime era," the trend turned towards all kinds of comics, called "young adult-oriented," ranging from *Shonen Captain* (Tokuma Books, out of print) and *Shonen Ace* (Kadokawa Books) to *Ultra Jump* (Shueisha). The characteristic features of this latter phase were positive efforts at linking up with other media like anime and games and emphasizing character merchandising, resulting in much of their content trying to be extremely visual and emphasizing story lines and character development. Not only did these comics make clear that there were definitely new reader horizons being formed, like anime and SF fans, but also gave rise to "fan-created" publications in the form of cotene magazines and the like. What I'm trying to say here is that it is within the context of this dynamic ebb and flow that *FSS* should really be placed.

At this point I think that I should remind or inform for the first time readers that all of the ideas that gave birth to *Five Star Stories* stem from Nagano's participation as both a character and mechanical designer ("mecha-designer") to be discussed presently, for the robot animated film entitled *Iusenki I-Gaim* (*Heavy Metal I-Gaim*) released in 1984. This was Nagano's first production in which he was made main designer, and he took that opportunity to design sets and illustrations far different from mass produced stuff, which he later compiled into an illustrated print media "mook" (a book edited in magazine style) called *Iusenki I-Gaim 2*. This illustrated story "Nagano's I-Gaim," is in no way similar to the film, with its avant garde visual effects and untold story. In factually, there was still no consistent direction but there was still the hint (scent) that something was going to unfold. I've turned *I-Gaim* fans into converting from *Iusenki* anime fever to Nagano *I-Gaim* "illustration" mania.

When in 1985 Kadokawa Books embarked on its anime magazine, *Newtype*, guess who was featured? A serial comic strip by Mamoru Nagano. It wasn't *Five Star Stories*, but a story with a rock n' roll theme entitled "Fool for the City" that first appeared, however. There is no doubt that the piece caught a lot of comic fans off guard. It is said that Kadokawa decided that since Nagano had never done a manga before, they would give him a year to learn the ropes with a short series

then begin *FSS* in 1986. As to the process by which basically a designer like Nagano came to be the author of *FSS*, including the dramatic story behind the first issue of the epoch-making *Newtype* magazine, please refer to Inoue Shinichiro's account entitled *Mamoru Nagano*, available from Toyspicks.

Well, as planned, 1986 saw the *Newtype* debut of *FSS*, which immediately caused quite a stir and gradually developed into *Newtype*'s featured serial. In other words, if you want to get picky about it, *FSS* can be said to have been a spin-off of *Iusenki I-Gaim*, which is the impression most readers got immediately after its debut, forcing Nagano to wage a one-man war of resistance against such a view for quite a long time. In one interview, he grew vehement, snapping "Five Star had never been *I-Gaim*'s rear end," and took extreme pains to dismantle and erase every possible vestige of *I-Gaim* from *FSS* that even the wildest imagination could come up with, as if taunting his audience. While admitting that *FSS* may have originated out of circumstances surrounding the TV animation, *I-Gaim*, Nagano swears up and down that *FSS* itself has never had anything whatsoever to do with that production—content, design, or an other-wise. What Nagano was trying to do was avoid tying up *FSS* up with the anime genre, but rather to create a work that actually competed with *I-Gaim* in every respect, until death do us part. It appears that Nagano has finally gotten his point across, for I doubt if there is anyone still around who thinks of *I-Gaim* as anything other than one of them nosedive TV shows, while *FSS* continues its popularity as an active player on the manga scene.

There is also an aspect of *FSS* that sets it apart from many comics that are referred to as "adult-oriented" and that is the tremendous gap that exists between the rather simple-minded image linking together into some superficial formula, combining the factors 1) appearing in an anime magazine, 2) conversion from animation staff member to manga author and 3) the existence of putie ready teens and pretty young female androids, and actually reading *FSS*. Despite the fact that its popularity led to an animated movie version of *FSS*, apart from that, the work has nothing to do with the flashy "media-mix" genre. Rather than being productions of authors who became independent as the result of getting into comics, stuff that is based on media-mixing are "commodities" standardized in accordance with the existing market. Of course there are collaborations among creators that have succeeded in producing an effective sense of presence, but at the same time they are products made in the sole pursuit of monetary remuneration. Of course every comic that has ever been published has a certain commercial aspect to it, however, what's peculiar about *FSS* is that within the comic scene of the 1980s, characterized by a huge market, the systemization of the supply process, and "operating manualization," it stood out as an exception by raising "the vision of its creator" as its quality standard and shut-ranning anything that diverted from such a standard.

World View

Five Star Stories is set within a fictitious universe called the Loker Galaxy. It is a collection of stories about that Galaxy's four stationary solar systems: Eastern, Western, Southern and Northern, within which various planets that are inhospitable for human life turn and revolve. It is only natural that space and interplanetary travel make their appearance, at first glance giving the appearance that some science fiction drama or space odyssey is about to unfold, but it turns out to be more of a fantasy, with gods, demons and dragons casually appearing in both expectedly and more often not.

Nagano himself has never liked having his *FSS* world catalogued into some existing genre, and has often insisted in interviews and the like that it is more like an archetypical "fairy tale." But don't get the idea that it's some Marchenque theme park, or something. Despite being an alien world, of the future or the past we can't tell, fundamentally it has a political system of nation-states, like we do, the struggles and alliances among which form the background to the stories, which often depict complicated, perplexing love-hate relations among the characters, as well as the absurd, but still starkly real demands that mammoth societies make on individuals. This is not to say, however, that *FSS* is oriented towards human drama or realism, not by any stretch of the imagination. First of all, the two main characters of the stories, Amaterasu and Laressis, have been lent existences completely transcending homo sapiens, and the author himself describes them as "divine." The storyline is not limited to just an alien world, since the story often flies off into time and space dimensions above and beyond mere Galactic boundaries. It's certainly bided as the "Amaterasu-Lachesis Show" but overall, they seldom peform, and when they do, it's like comic relief, even digression. Rather, the focus of each episode is seldom fixed on any one character for any length of time. At times we find ourselves floating high above in Green Pastures looking down on the whole scene, like God

The Five Star Stories VIII



Mamoru Nagano is a storyteller whose narrative style design of character and robot animation for television. The unique characters and mechanical devices that flow out of Mamoru's pen are always in line with the latest mode, which is why they always hit the market in such sensational fashion. His peculiar touch with the pen stems technically from a blend of traditional Japanese ink brush techniques and whatever is happening on the graphic art scene at any particular time, while compositionally his work stems from various fetishistic tendencies. The following is a chronological account of Mamoru's career.

Artist, comic writer, musician, designer, and Macintosh recluse Mamoru Nagano was born in the city of Maizuru, Kyoto Prefecture in January 1960. In 1984 he made his animation debut as the character designer of the TV cartoon *Heavy Metal L-Gaim*. His first comic, *Foot for the City*, was published in *Newtype* magazine in 1985, followed by *Five Star Stories* serial, which began in 1986. Five stories were completed by 2000, then in spring 2001, Story #6 was begun. *FSS* was first published in paperback by Kadokawa, which released 11 volumes with a total sales of 7 million copies, marking it as a popular long seller among Japanese comic fans. The author's latest work is another animated serial entitled *Brain-Powered*. Much of his work is under copyright of and being published by his own company, TOYSPRESS, Inc.

The Five Star Stories #19

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Mamoru Nagano

Translated by
John Wisnom

Publisher & Editor
Ryoetsu Sato

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Illustrated by Tetsuya Asakura/Dragon Crest

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A Vast Tale Promising to Straddle the Centuries

Five Star Stories Vols. IV-V

The year after the Ioba Barda incident (J.C. 2989), the kingdoms ruled by Clotho's protector Colus III are suddenly and mysteriously invaded by the neighboring empire of Hagooda, which we find out later is being backed by superpowers from other planets, such as Fillmore on Kallamity and Hathaha on Both. The young Colus III boards his brand new mortar headdress luncheon for a test run out on the front lines, encounters the mortar headdress of a Boowray Mercenary in the employ of Hagooda, and in the battle that ensues loses his beloved fatima Ulicul, who is killed by the Boowray knight while fighting to protect her badly wounded master. The incident stuns Colus' allies throughout the Galaxy, who rush in to join the anti-Hagooda movement that is slowly

weaving up all over Iuno. Among the volunteers and mercenaries flowing into the Colus Dynasty's Jarrh Airport we find none other than Ladios Sopp, who owes a great debt to Colus for his gallantry at the debut held the previous year. There is also a flashback of how Colus and Ulicul first met in J.C. 2957, explaining the bitter resentment held by Vralgo Kentauri of Fillmore towards the King of the Trio de Colus and Vralgo's sworn vendetta.



Five Star Stories Vols. VI-VIII

During the war with Hagooda, the Colus Dynasty palace becomes the gathering place of dignitaries from all over the Galaxy, including Ladios Sopp (aka Amaterasu), Voards Viewlard (aka Mission Rouath), the Black Knight and master swordsman Roados Dragoon, and a meeting place for Mirage Knight Sharie Randers and Prince Taro Ballanka, who will eventually marry, the rival fatimas Teala and Est, and Lachesis and her father's rival Dr. Morard. The sorely under-powered luncheon receives an overhaul with a LED Mirage engine from Sopp and is called to arms by an deeply inspired Clotho. As the anti-Hagooda movement reaches its peak, Colus decides to stage a counter-offensive, which results in victory for the Trio, but only at the cost of its

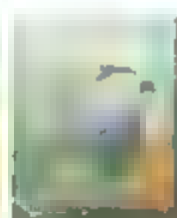
ruin and life at the hands of none other than Vralgo Kentauri. During the sudden attack on luncheon, Clotho, with her master dead in the cockpit, employs every bit of the skill and strength entrusted to her in crushing Vralgo's M11 Siren, but in the end loses consciousness and is sealed within her magnificent mortar headdress. Finally, Vol. VIII jumps forward to the year 4071 and the anti-Amaterasu resistance movement on the planet Audier



Five Star Stories Vols. IX-X

In an espionage mission to Fort Chibum in the U-thu Republic on the planet Both, swordsmen sage Douglas Kaien is detected by a very alert Michael Lester, who blocks the spy's escape and all but obliterates Kaien's fatima Auxo. Kaien flees to an anti-government guerilla camp at the mining village of Tyxalhigh and is pursued by Republic headliner Mayu Sukat in his powerful mortar headdress. The Zakker Filming in for Auxo as Kaien's partner on his Schpellor is none other than Lachesis' sister Alropos, who had been posing as the leader of the guerillas. After defeating Sukat, Alropos pledges to spend the rest of her life trying to realize a fatima's full potential free

of legacy imposed physical and mental restraints, and after the battle disappears. Meanwhile, Kaien's Auxo is brought back from the dead by Chrome Ballanche's protege, Prisen Corks, with her memory miraculously intact and is reunited with Kaien.



Warning:

Those readers who cannot for reasons physical, psychological or otherwise endure reading comics from right to left should seriously consider not purchasing this book and return it to the shelf.

The Five Star Stories



MAMORU NAGANO

The Five Star Stories®

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Written & Illustrated by
MAMORU NAGANO

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Dedicated to Fatimas Everywhere



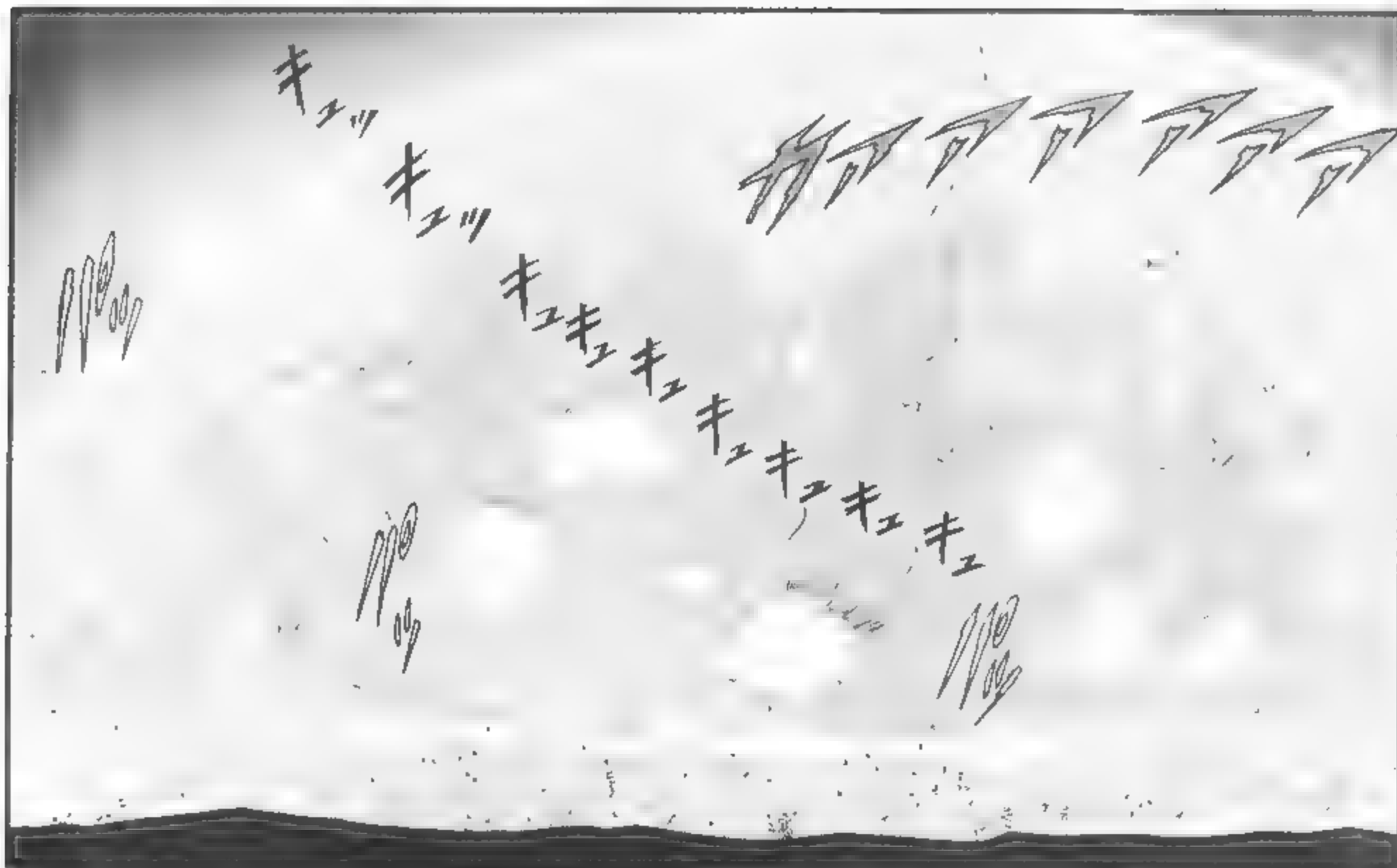
This is a tale of the god of light, Amaterasu, and his wife Lachesis, who emerged victorious from an era of wars that raged throughout four solar systems. It will also tell of the many bold and daring headdliners who battled courageously during those times, some victorious, some not, but always in the name of chivalry.

The Five Star Stories

VIII-3



opp, Suezhou and Atropos are saved by Braford, but the "Water of Life" falls into Barrow's hands only to have the opposite effect, destroying him like the Wicked Witch of the West ("I'm melting"). Now that Sopp is safe, an all-out MH war ensues, escalating into a buster launcher quick-draw contest. Schaft and Paltenon win the day for the AKD, but Schaft succumbs to Bosjathfort's sorcery. Sopp returns to Delta Belun with a Dragon Drop for Lachesis. We then flip a couple of millennia into the future to the abandonment and demolition of the Floating Temple, as Atropos once again laments her and her sisters' fates; then she and Suezhou head off into the horizon. Happy trails!



Lord Barrow!!
The busters
have destroyed
one another!

Don't go out
there, Your
Highness!

AKD!! Daring to
challenge me again,
heh? After two
thousand years!

Ha-ha-ha-ha!



Tsk-tsk! You mustn't
take your leave without
sampling a taste of my
hospitality...

I've waited for this moment...
Using the taboo magic of
enchantment, hiding in the
recesses of sorcerers' minds...
waiting...



Take this!!



Heh-heh-heh-heh!!

Boo!!

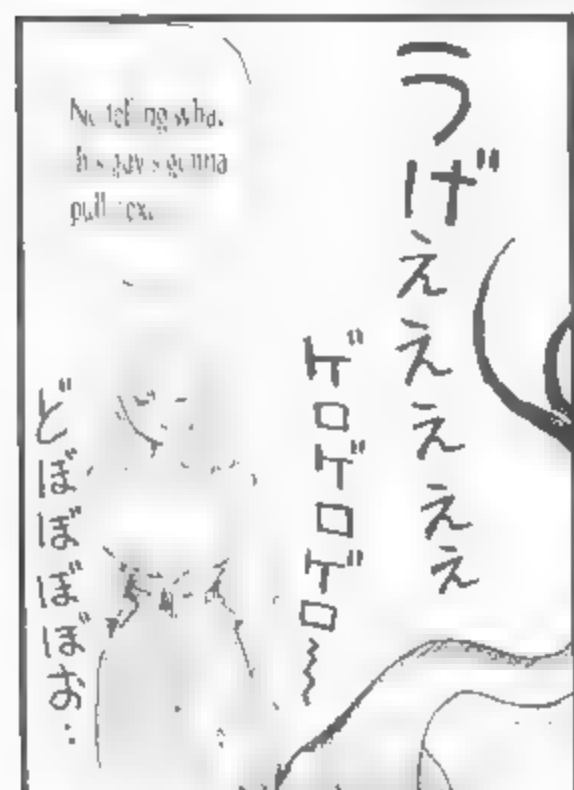
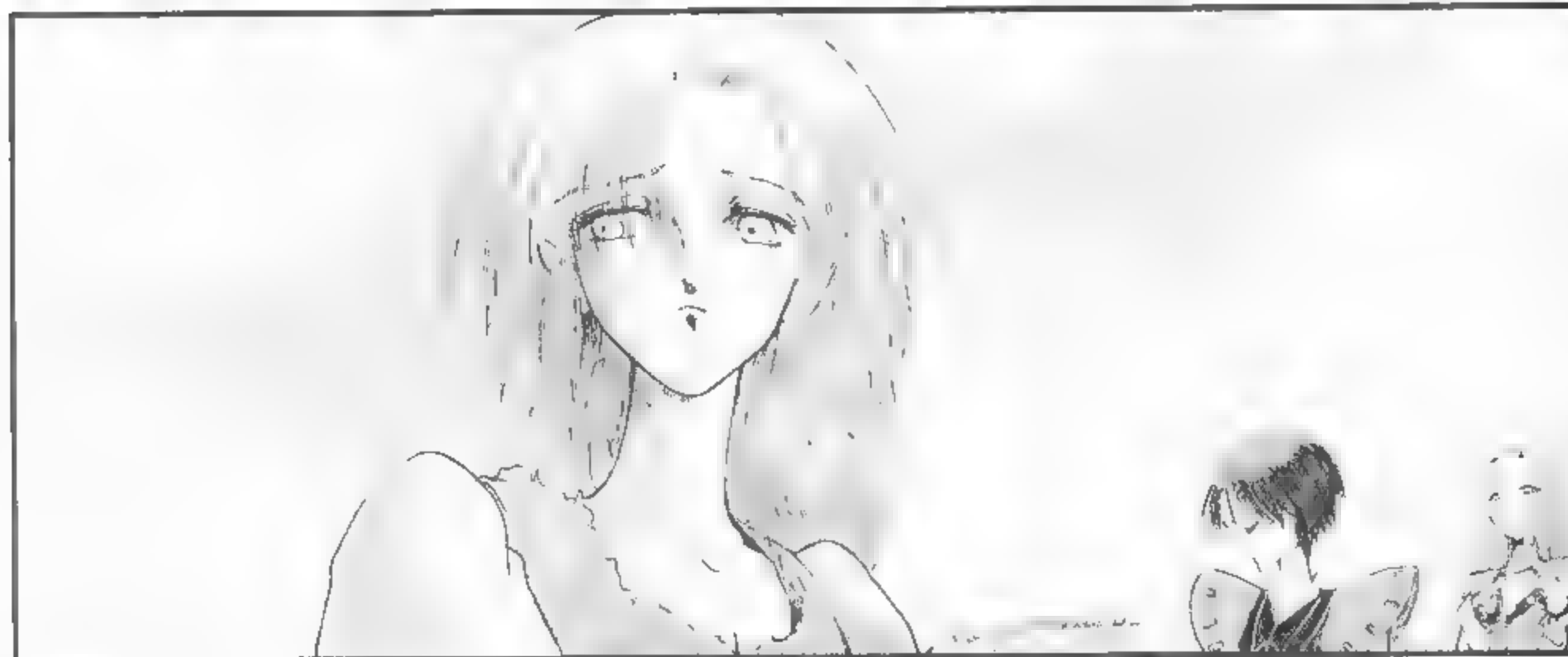
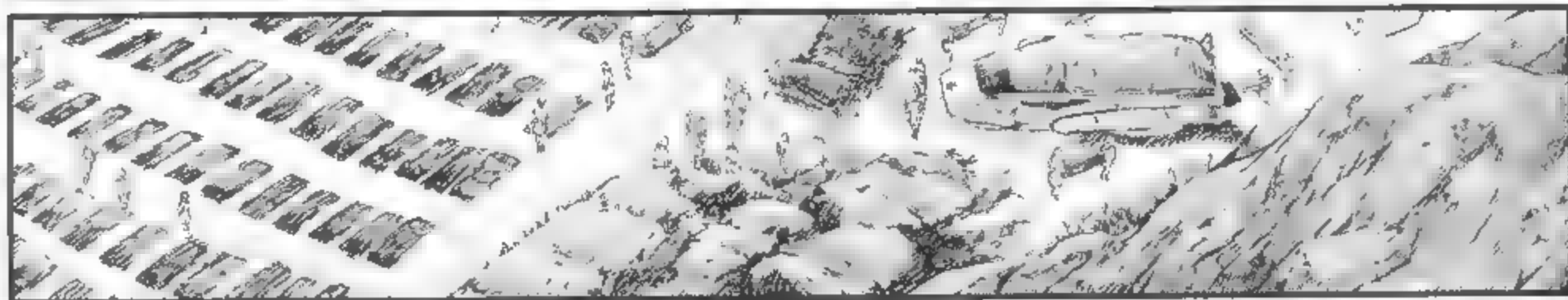


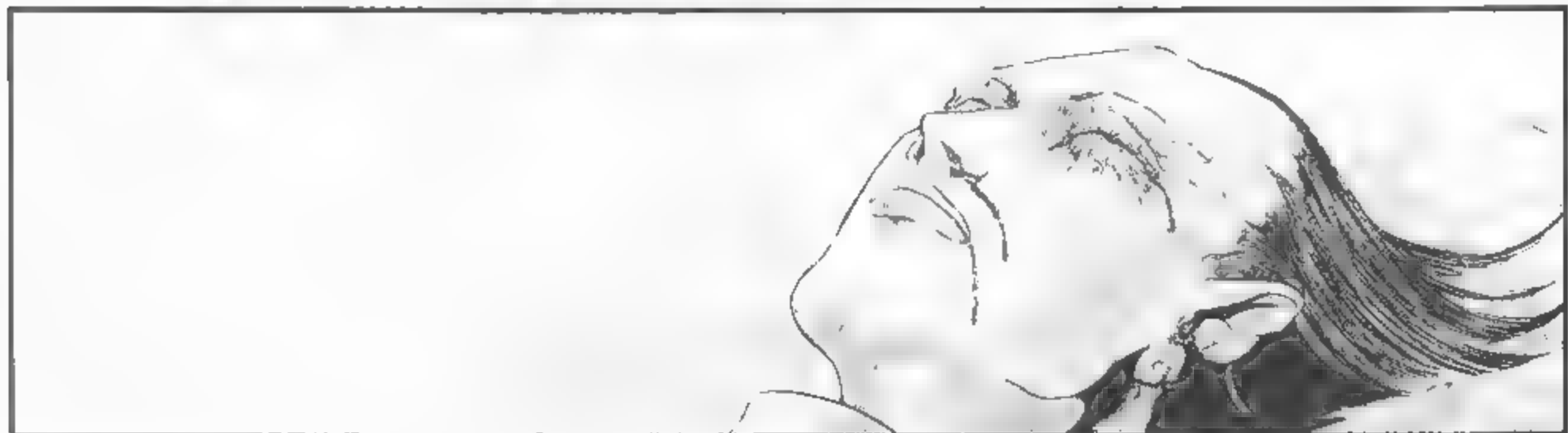
Mr. Sopp!!

What
was that...

7" 〇 〇 〇 〇 〇 〇 〇 〇

$$+f''_{11}, \quad +f''_{12}, \quad +f''_{13}$$







.....
It's
papa...

That's impossible!
MH cockpits are
completely sealed
against such things!!

It must have
been that diver
power I felt a
while ago...

I can't
believe it...
he's...
dead...

I.. I'm
coming apart ..
at the seams
here

Sapp

Yes, My Lord!!

Braford!!

She's going be alright...
but in the meantime,
I want you to collect
intelligence on Seable's
movements.

First, get Kyo to
Dr. Prisen Corks'
laboratory!!

It's called the Terror
Mirage! After
repairs are completed
back home, it's all
yours! Enjoy!

Also, take this
battle recorder
from the Apache...

...and install it in
there. It should help
give Kyo a little
more peace of mind.

But that... that MH is
a Mirage Corps...

Huh?

When you swore sole
allegiance to Ladios Sopp
back there, you also became
a member of Amaterasu's
Mirage Corps!! End of
explanation...

Okay here's the deal,
Braford... I am Amaterasu...
You know, the ruler of Della
Belun... AKD's Emperor of
Light! My adolescent name
was Ladios... Get it?

It'll take the rest of
the millennium for
him to thaw out...

Frozen
stuff

はっ!!

.. Pretty sneaky,
Bosjathfort!

Try ng to use the
Water of Life...
to revive them

No I haven't
forgotten ..
Those powers
of yours...

But mine... They
still haven't
returned...

カツ

サッ サッ サッ

Now to put them
to rest forever!!

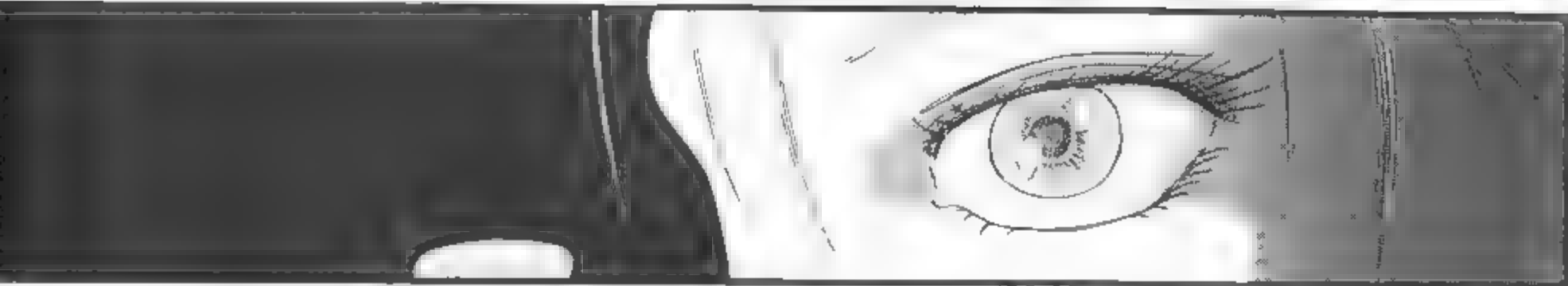
Hei! He only lost
about a thousand
men... He should
be jumpin' for joy
instead

Look at that
sodden face... Can
you believe it...

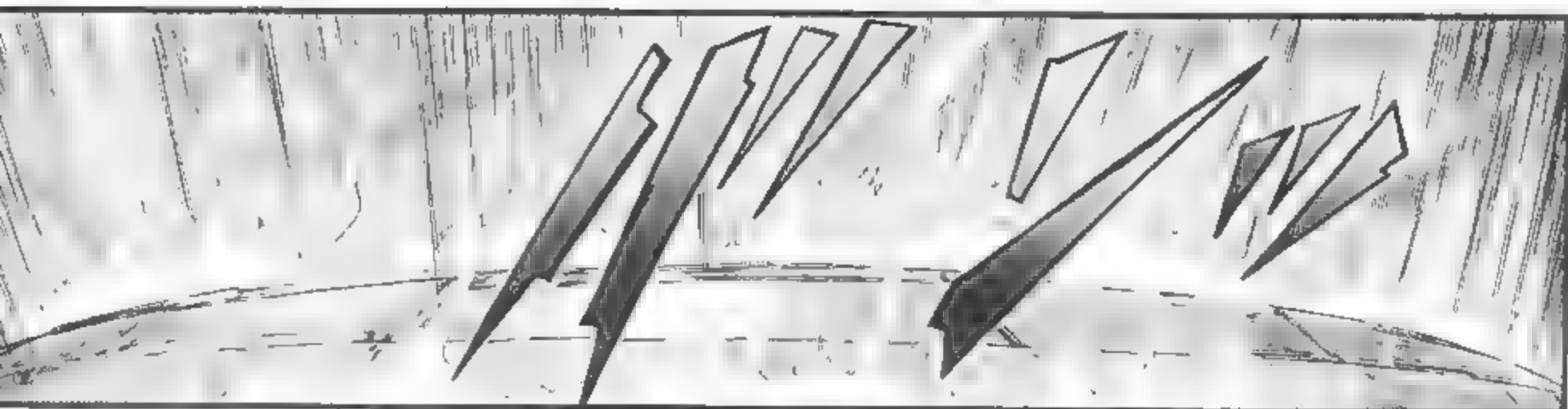
1100
1100
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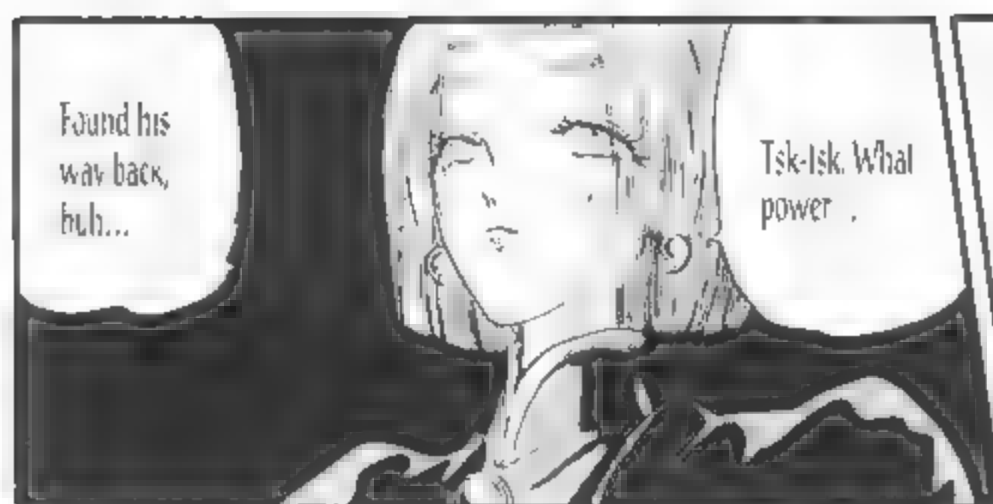






Now everything
back in its place...!!





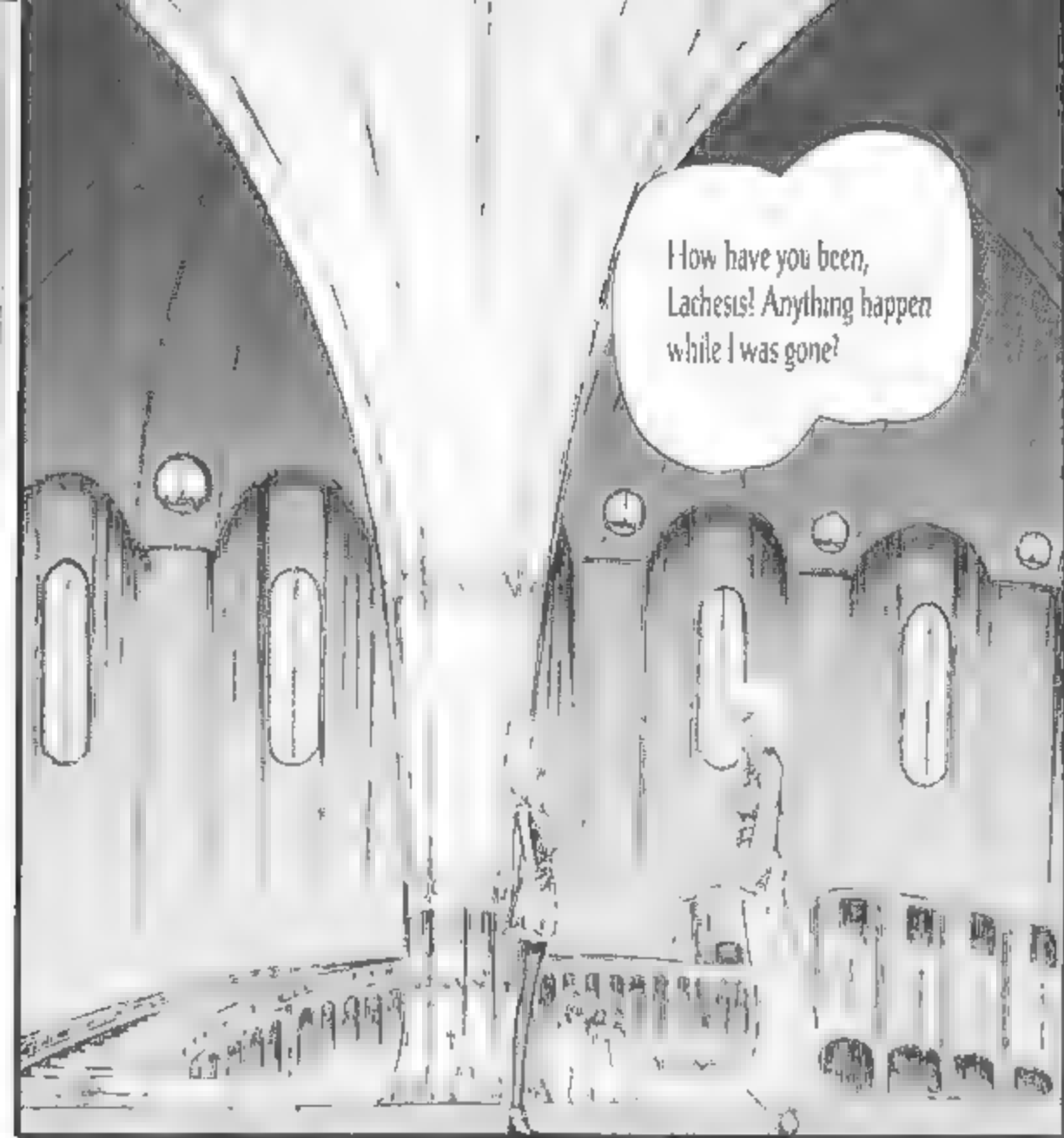
Found his way back, huh...

Tsk-tsk. What power.



His Majesty's returned!!

The seals!! They've been reactivated!!



How have you been,
Lachesis! Anything happen
while I was gone?



Welcome back,
Mr. Sopp



Nothing out
of the usual

No



But you were able to
keep the AKD together
all by yourself...

Fra.I shoulders
that might break
at the slightest
touch...

Such petite
hands...

Such petite
feet...

...to see
you're
alright...

I'm so glad...

A dragon
drop...!

Wow! It's
beautiful...

Here...

Oh yeah! I
brought you
back a souvenir.

Ooops!

It's okay. It was
probably suppose to
break in two all along

I... I... I'm sorry!!
What are we
going to do?...

I might have
known! That Swe!
Even his excretions
are faulty!

How... how
could it just break
like that? No!!

It would be so nice
inlaid in the
center of the
imperial necklace..

The larger piece
is Mr. Sopp's.

I'd better get my
name engraved
on it pronto
before I lose it.

Oh my

I'll take the smaller
piece and decorate that
opera pink colored sun
father gave me

What a beautiful
sound

Listen!
They're
resonating...

We'll be a
pair then

Don't you
think...

What do
you mean!
Listen...!

What...? I don't
hear a thing...

...?
?...
Huh...!



It's a dimensional wave .. The two halves are reacting to one another.

The light's
producing it

it s. repea. ng the
sound it made when
it broke n hal

It resounds
beyond time...

M... maybe
When Mr. Sopp and
... in the future .

The sound...
it doesn't carry
in space...

Kallamity has
reached its
limits!! It's
going to explode!!

All MHs! Return to base!! Jagd Mirages!
Cease fire!! All
craft disengage at
light speed!!






Her Highness
is still on
the planet's
surface some-
where! I'm
sure of it.

Velvet!! Cease
firing!! We can't
tap into The
Will's power like
this anymore.

Teata here! The position of Her Highness and
KOC in Lake Nub-dog has been hardened with
noble opal in a 30km radius. The area 500km
around that position has been gelatinized! LED
M1 rage # 17 is unable to return directly to base and
will be jettisoning from the planet at light speed!
Recovery unnecessary!

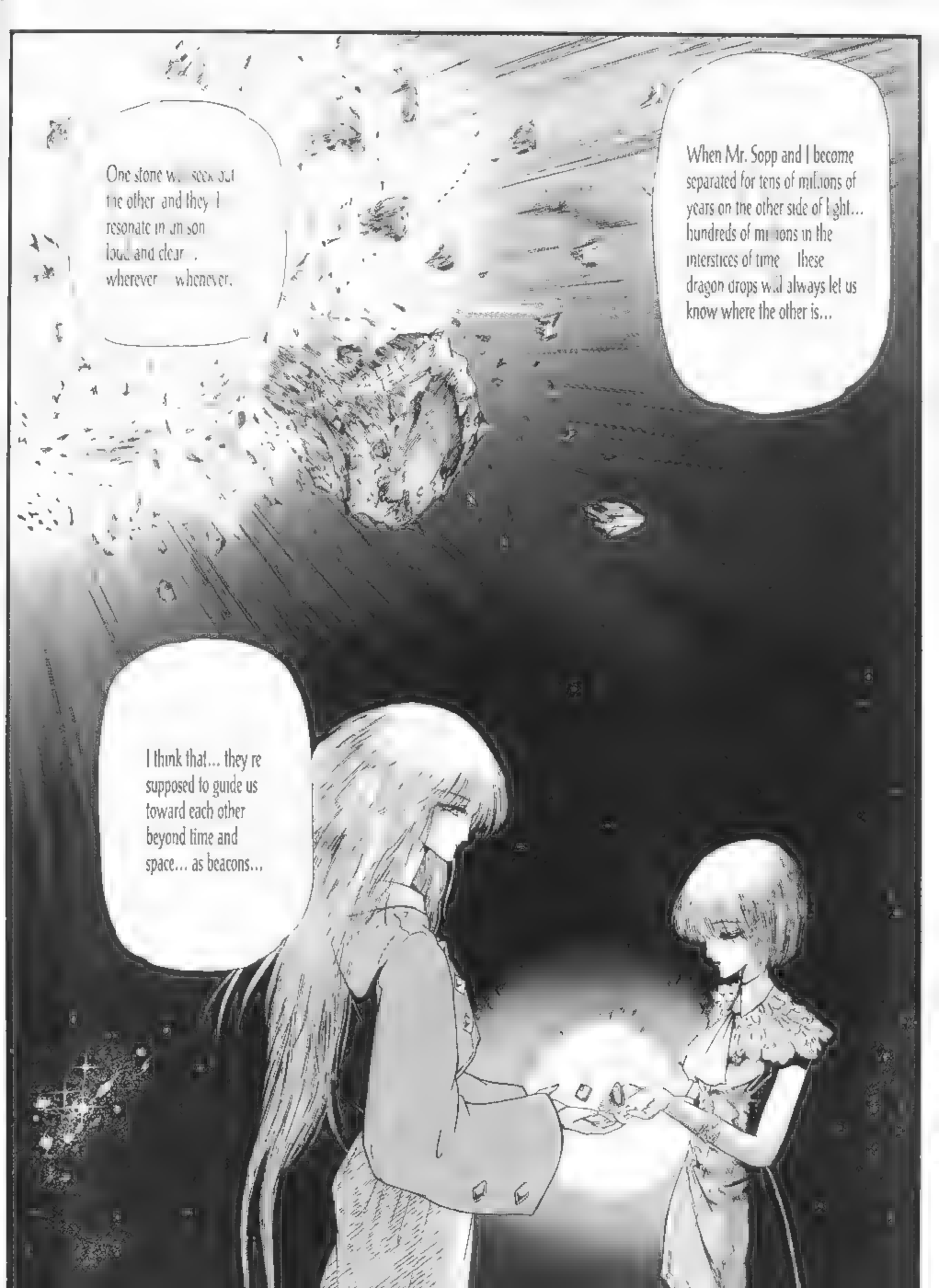


We have always escorted Her Highness wherever she goes and will continue to! Pallenon is in accord with that!

Be that as it may, Commander Rogner! The Green Left is different from your Orange Right in that our Jagd has always been under the command of Her Highness!

Listen up, Velvet! We've already dug a 5000km ditch around the Lake with busters! If the planet does explode, that region will fly into space intact and the gel will absorb the blast!!

What are you babbling about!! Why do you think the Emperor has ordered us to retreat, Velvet? Shut down and get the hell outta there! That's a direct order, Colonel Weissmel!



One stone will seek out
the other and they will
resonate in an son
loud and clear...
wherever... whenever.

When Mr. Sopp and I become
separated for tens of millions of
years on the other side of light...
hundreds of millions in the
interstices of time... these
dragon drops will always let us
know where the other is...

I think that... they're
supposed to guide us
toward each other
beyond time and
space... as beacons...

Part 4: Destiny's Third Fate, Wandering Atropos
Epilogue

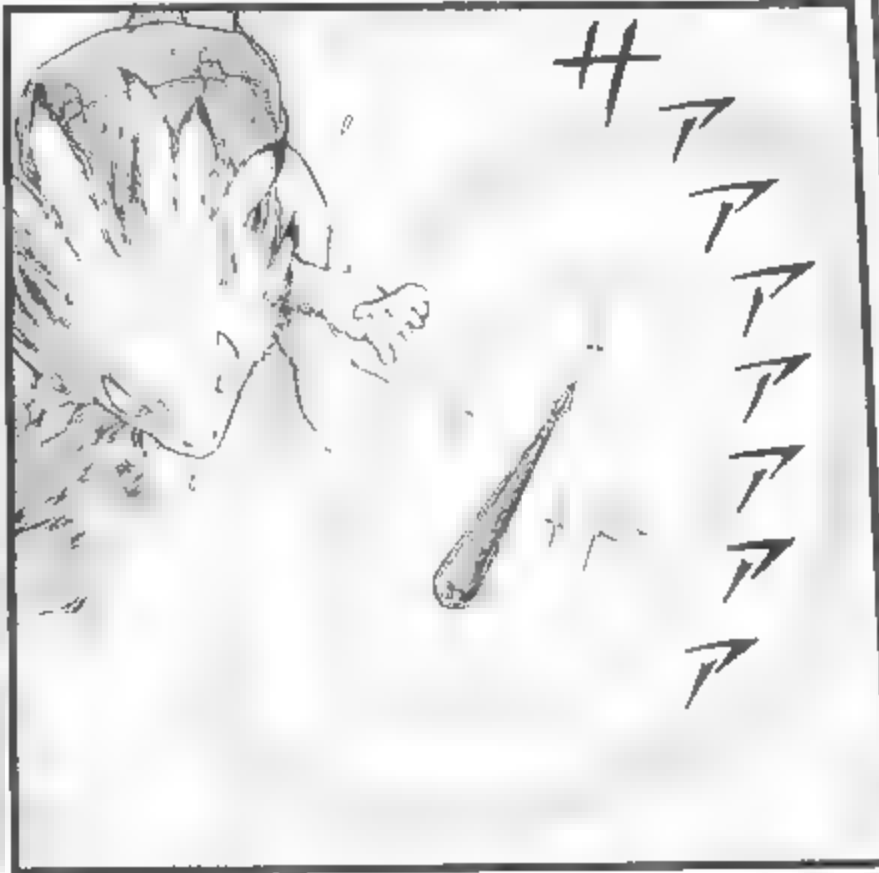
It's me to
go now



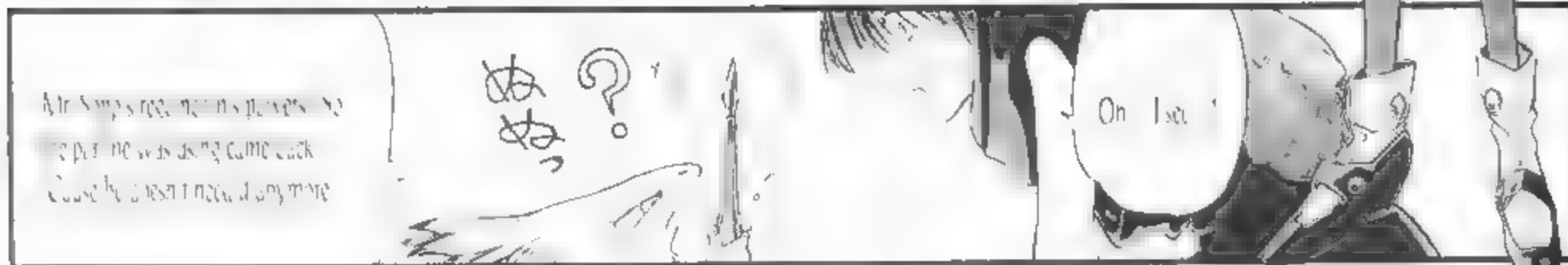
This place has
had it... Blown
to bits



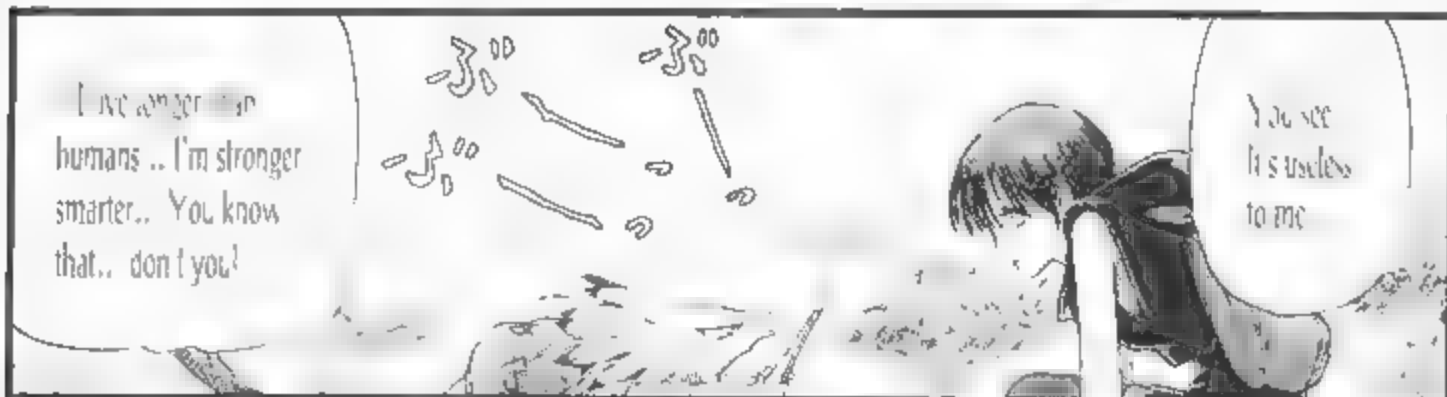
The Water of Life!
What... what's
going on!



Atropos's need for his powers so
the person who was using came back
Cause he doesn't need any more



On I see



ending it to those
of us drowning in
tears of agony .

The power that
you possess
What about

Is that you...
big sister?

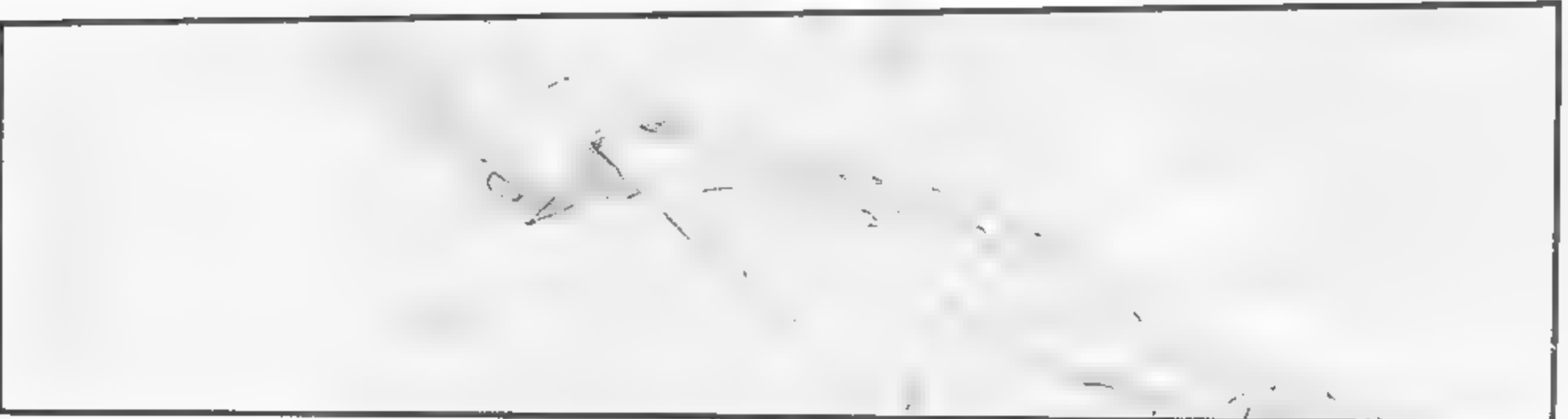
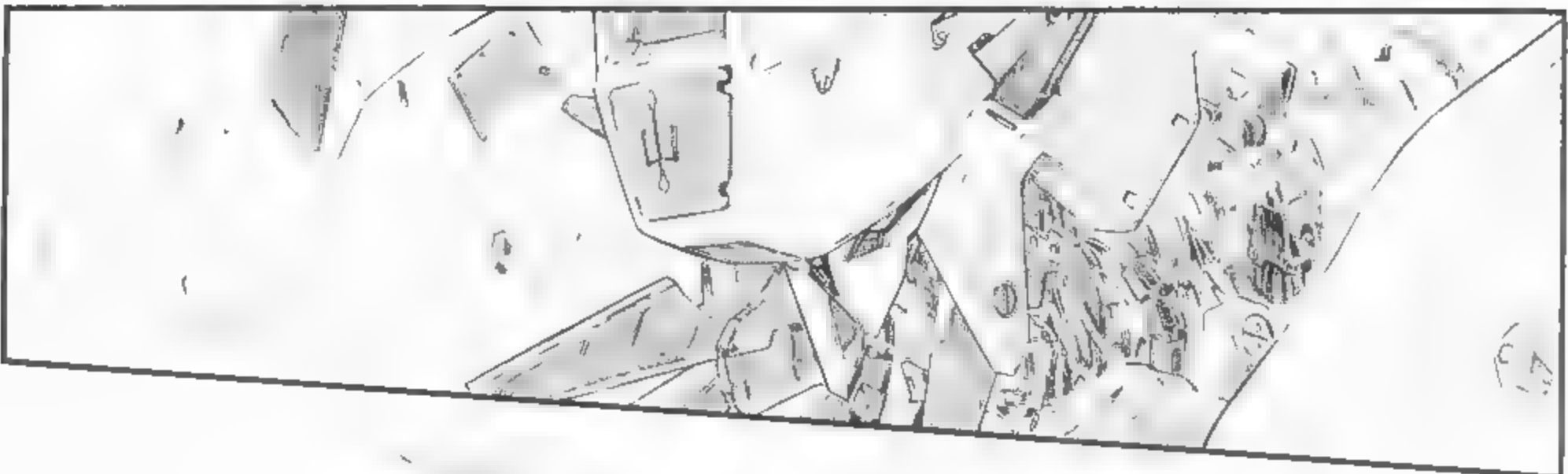
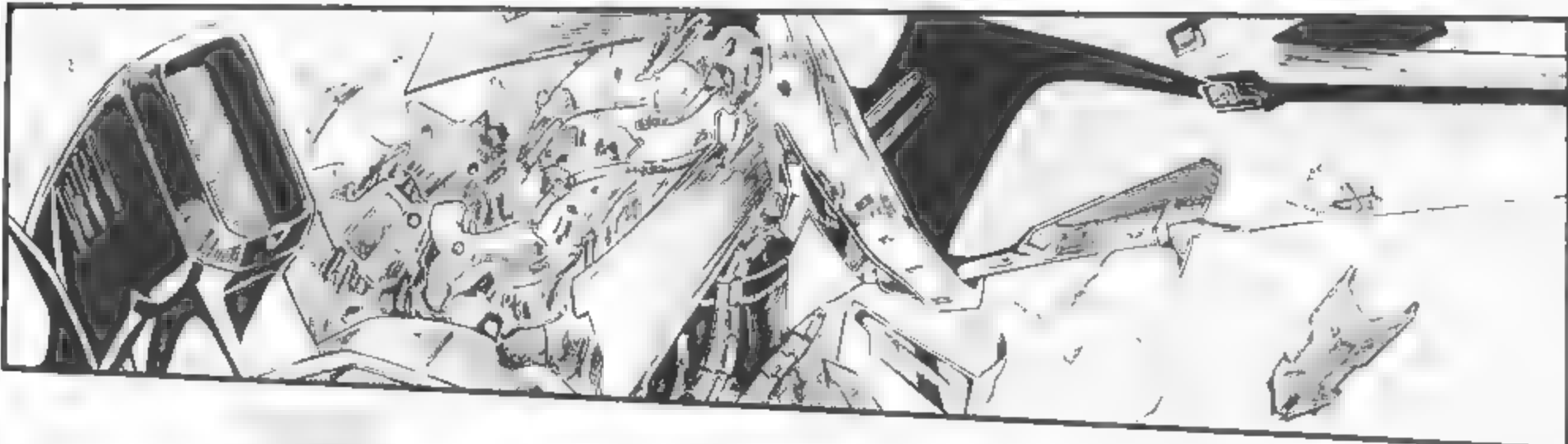
Queen

There are so many...
waiting... for it...

Part 4: Destiny's Third Fate, Wandering Atropos
The Flip Side 1
Delta Belun J.C. 4100







Please!
Forgive me!!

Oh Clotho!!



Atropos...

I can't stand it
anymore...! Fatima's
fighting one another like
this... Enough is enough!

Deliver us from this
suffering... Cut these
strings of fortune!!



What are you talking about? I knew you had a screw loose somewhere even before Label decided to shut this place down.

Wow! This place is huge! How are we gonna find our way out, Roretta?

Floating Temple

No, don't say that!

I guess we'll have to let the Arart do it, after all!!

What is this filth... defiling the inner sanctum of this Temple in the Sky?!

Oh-ooh!

What a joke! How could you do that with almost no MHs left?

They're the ones fighting Label down on the ground, aren't they?!

Temple Knights...!!

Now if you rebel trash were to gather your forces down on Grees soil and launch a full attack...

Silly boy! What would the Galaxy's most powerful order of Temple Knights be doing dirtying our hands with the likes of you riff-raff?

Roretta!
Get back!

Na-na-na-
naaaa-na!

Heaps of machinery and
drugs like you! Defeat us!
You really are stoned!

... Has enhanced the
power of headliners
today through his
brilliant pharmaceutical
and mechanical
technology...

Grrrr... Professor Jo, Jo,
the AKD's most eminent
Gods doctor...

!!

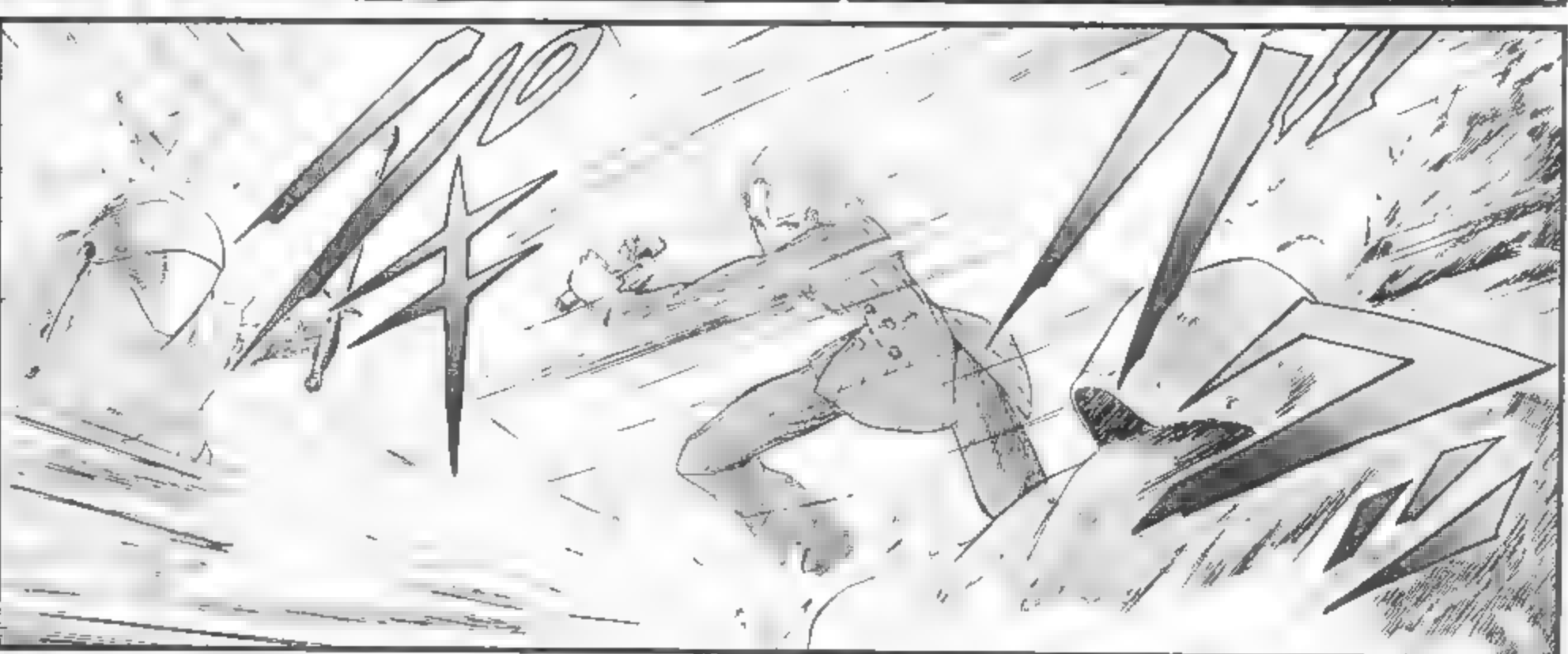
Former commander of the Imperial
Palace Elite Guard's Peacekeeping
Division on Both, a traitor against
His Majesty Amaterasu... and a
thief, stealing the MH Gran Auge!!
Are you prepared to answer those
charges!?

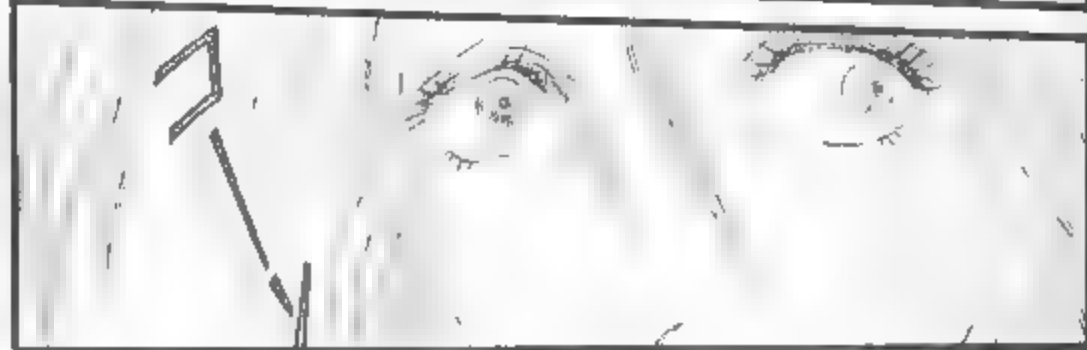
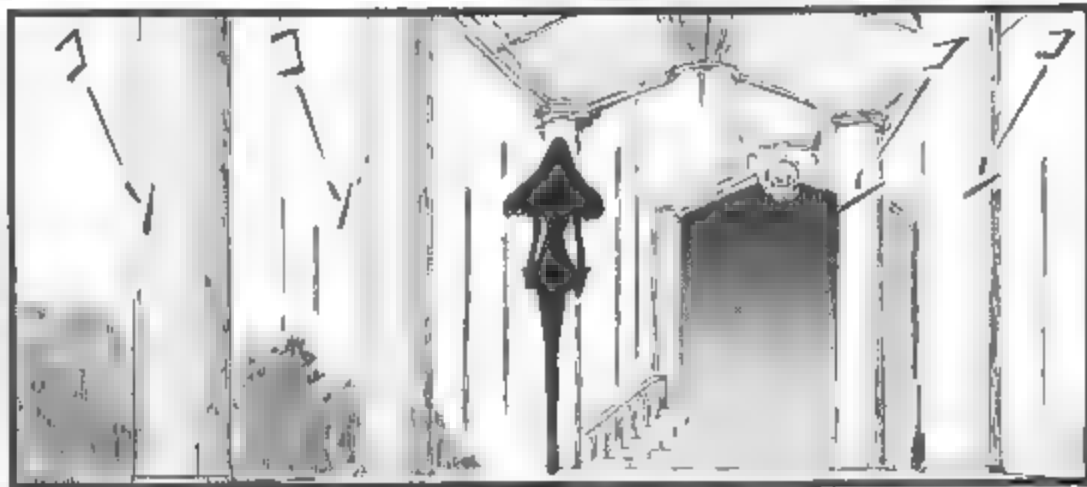
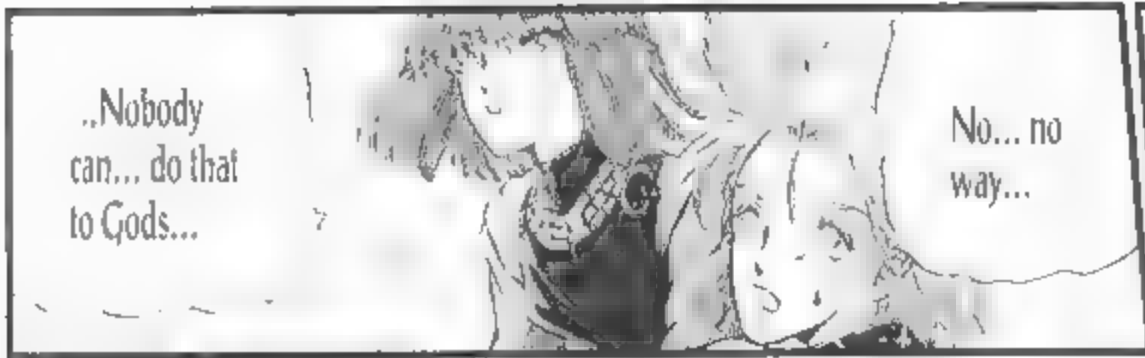
Roretta
Randers!!

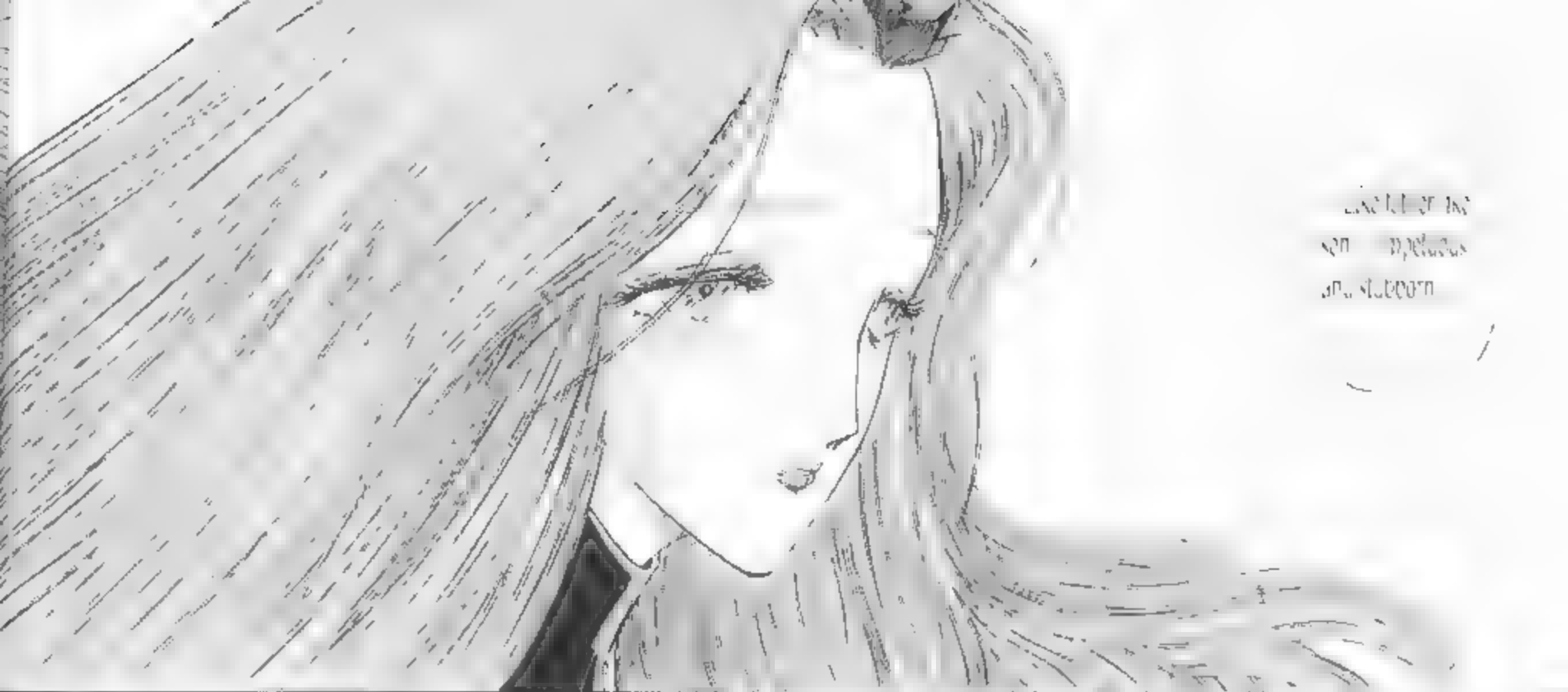
Make... a
run for it...
Roretta...

Rouath!!

Ugh...







LAST OF THE
SIN...
AND...
AND...



But she can be
very persuasive...

Don't look at me
I could care less
about you two...

Wha. .

Huh. ?



Mas. . ah .
Mister
Rouath

Take care of
yourself



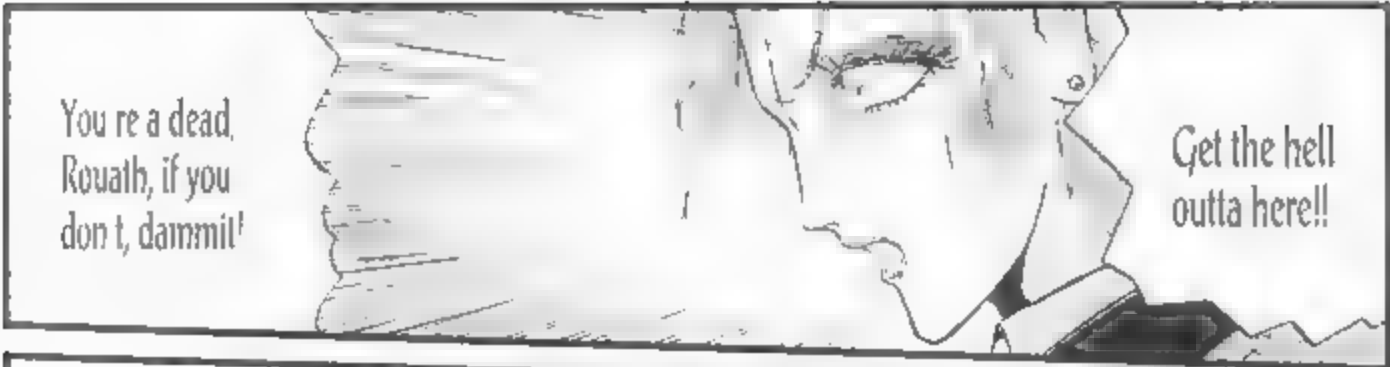
I don't get
it . why me?...

Ma...
Mademoiselle?



Shit! A
whole bevy
of em this
time

More on the way
it seems! You two
beller scam!



You're a dead
Rouath, if you
don't, dammit!

Get the hell
outta here!!



Hub? ..



And goodbye
for now,
Mademoiselle!

カン、カン、カン

Thanks a lot,
Sir Knight!!



What are you
waiting for, you
sorry excuses for
knights. . Let's
do it and get it
over with .



キッ キッ キッ キッ キッ キッ

キッ キッ

キッ キッ



You wanna kill
me? C'mon!
I'm sick and
tired

This whole thing
sucks. What's
the fucking use
anymore



Jeez!! Let's just
get outta here,
okay Elvis?

She knew who I
was man I'm .
I'm frickin' famous!

Wahooo! This is
great... What a
scenario!



Right this way!!
We'll be departing
shortly!! All aboard!

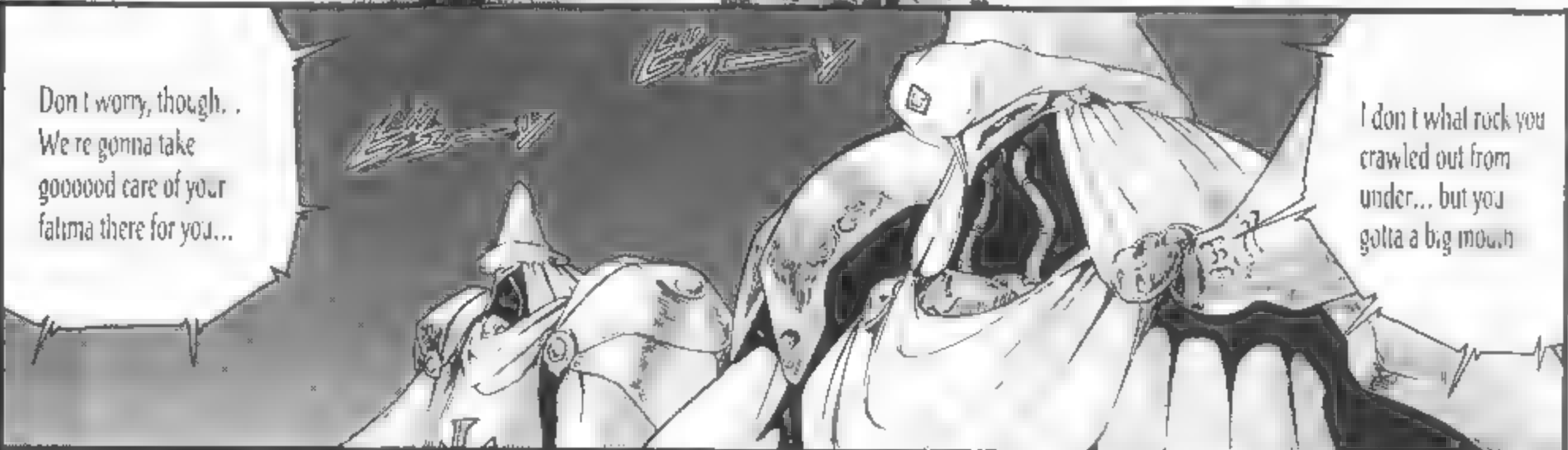


No need to
go any
further, kids!



Who're you!

Beg pardon?



Don't worry, though. .
We're gonna take
gooooood care of your
fatima there for you...

I don't what rock you
crawled out from
under... but you
gotta a big mouth



The many skills left to us by the
likes of Dougulus Kaen and
Allen Bradford. The kind of
swordsmanship that so many
headliners have traveled the
Galaxy in search of...

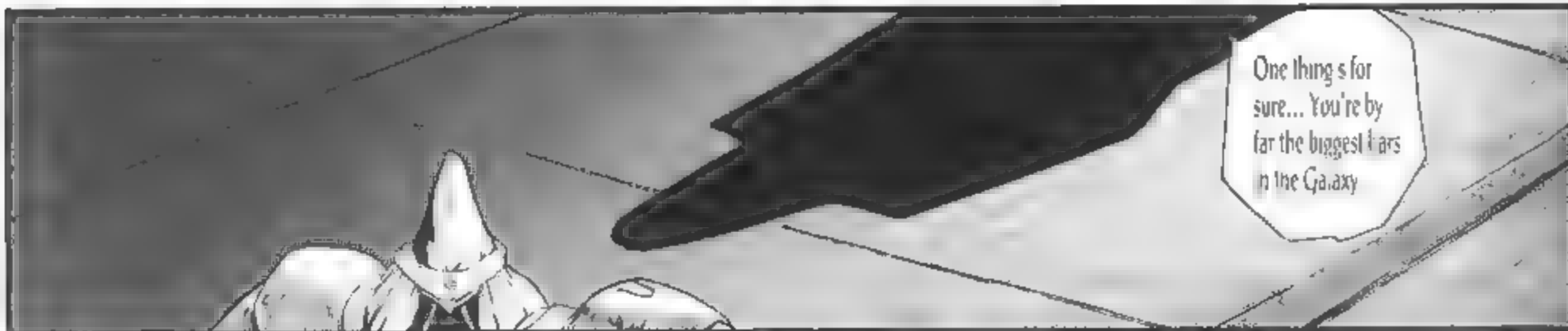
Knights of your
third rate ilk will
never understand..

After all... Those antiques...
and all of their fellow Mirage
Corps buddies, for that matter...
Couldn't hold a candle to the
power we possess...



Those has-beens!
Today we, the Gods
Temple Knights are
the top headliners
in the Galaxy ..

One thing's for
sure... You're by
far the biggest kars
in the Galaxy





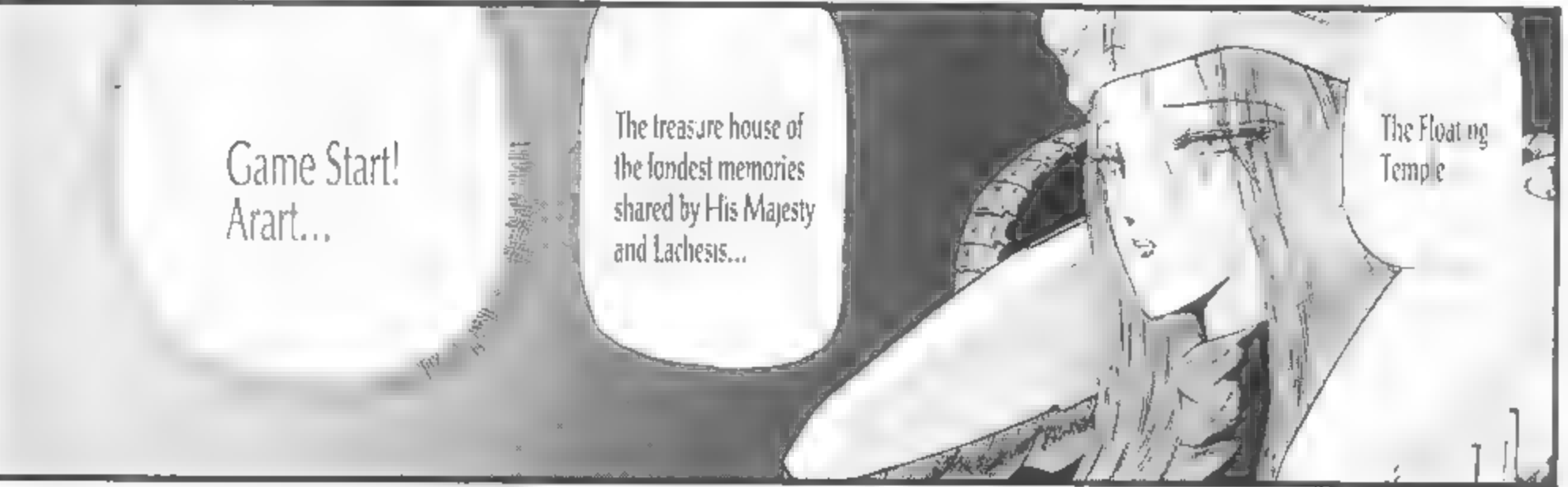
Arari's not far off!!
The island's gonna
be sunk! We're to
rendezvous with
His Majesty!

Upizone Bardenbarg,
or not... Since when
did you get special
permission to die at the
hands of that scum!



Way back in the past, the
escape from the island was
over a century ago...

Master, buster
launchers ready
for firing!



Game Start!
Arari...

The treasure house of
the fondest memories
shared by His Majesty
and Lachesis...

The Floating
Temple

Take the Wunderchatze... It's
always been your favorite.
It's only fitting... that you prepare
the requiem for the Floating
Temple... which your ancestor
Lie Ex and I built together...

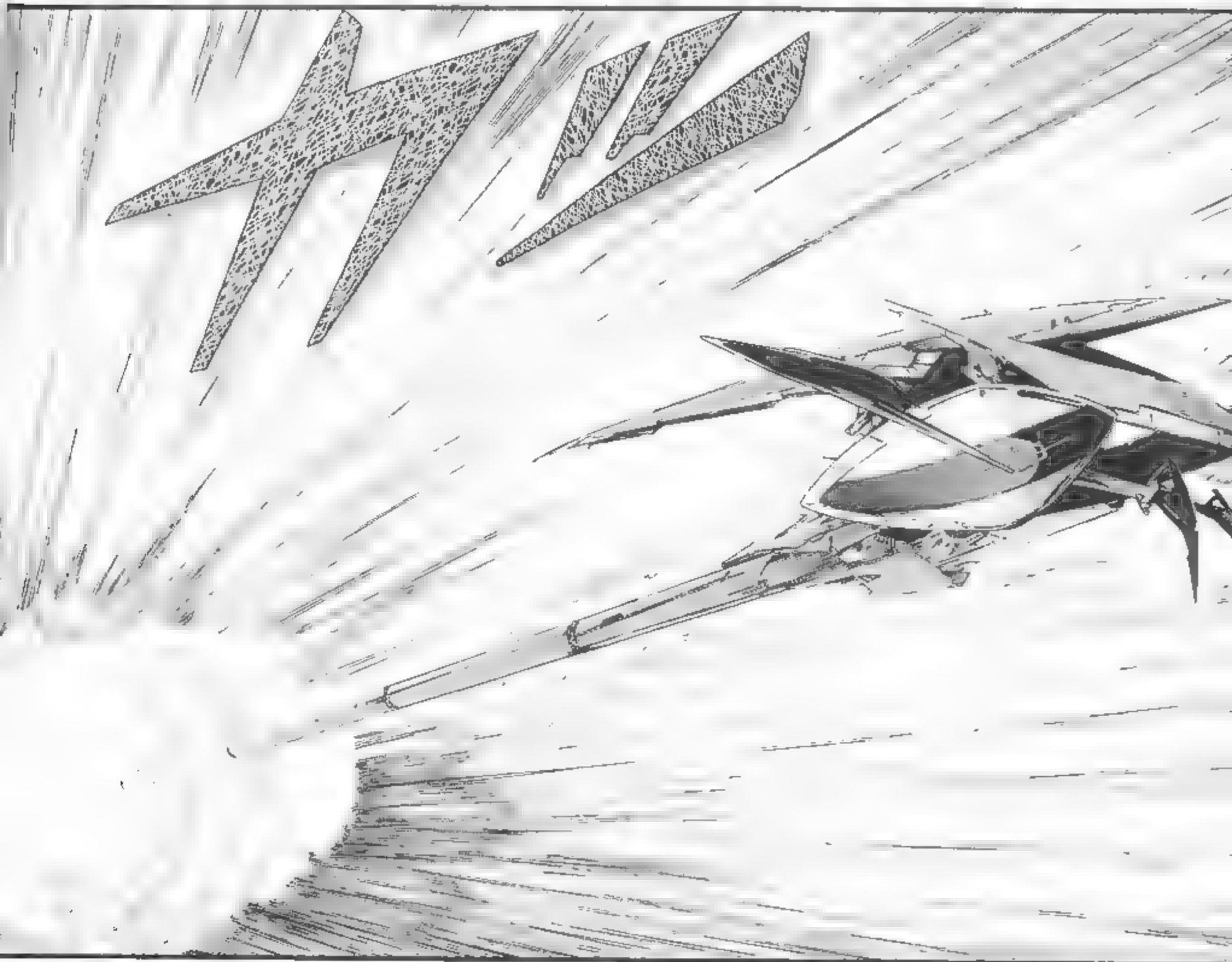
You are to go to Colus... to assist
Colus VI, the rightful sovereign of
the Colus Dynasty, and Princess
Daizina Meistner.
Remember... Colus' victory will
also be yours... We will reactivate
the Mirage Corps from their seals.



Erase it from
existence!!

I hereby order
you as your
emperor to bring
down the AKD!









はびゅう
Mission
Completed
Well Done
F.U.R.o.g.n.e.r

Master
We have
message
It's the
Cloudsschätze
air headd!!

Where have you
been all this time!!
Commander!!
Commander
Rogner!!



Eatta! Initiate
air headd
reassembly!!

Three in the
cockpit's pretty
crowded... Take
off your shoes,
w'll ya Megaella!

We almost forgot
to recover it...

If it were the
Wunderschatze,
we'd be okay...
It's our flight
module that's
causing all the
problems!!

We're using
up too much
energy!

One moment...

Everyone
present and
accounted for

Like the Emperor
always says... Put your
hopes in new blood...
No matter what the
future has in store...

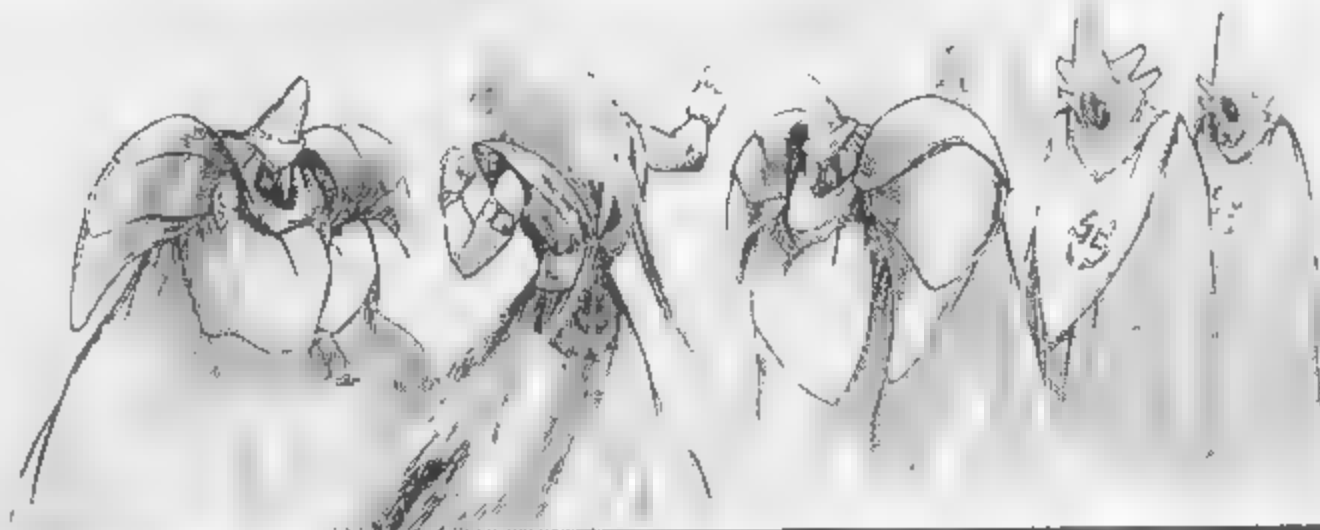
These kids've got balls,
dammit... They're
gonna be around
makin' noise for at least
a millennium or so...

You going
senile on me
Megaella!!

That may be so...
Even someone like Colus VI
won't be able to organize the
downfall of the forces of the
AKD... Does he have the
ability to lead us? I doubt it.



Take my little brother, Upand.a...
He was given free rule over all of this by
Amaterasu... but instead of concerning
himself with the pitiable fate of his fellow
artificial life forms, like he should have...
he took the human way out ..



Take a long look at what he
ended up accomplishing...
This landscape of horror... of pain
and destruction... his legacy...





Past and future
continuously on the
move... Marching
onward for tens of
millions... relentless

Clotho made her
decision... And so did
many other fatimas
with the same hopes...



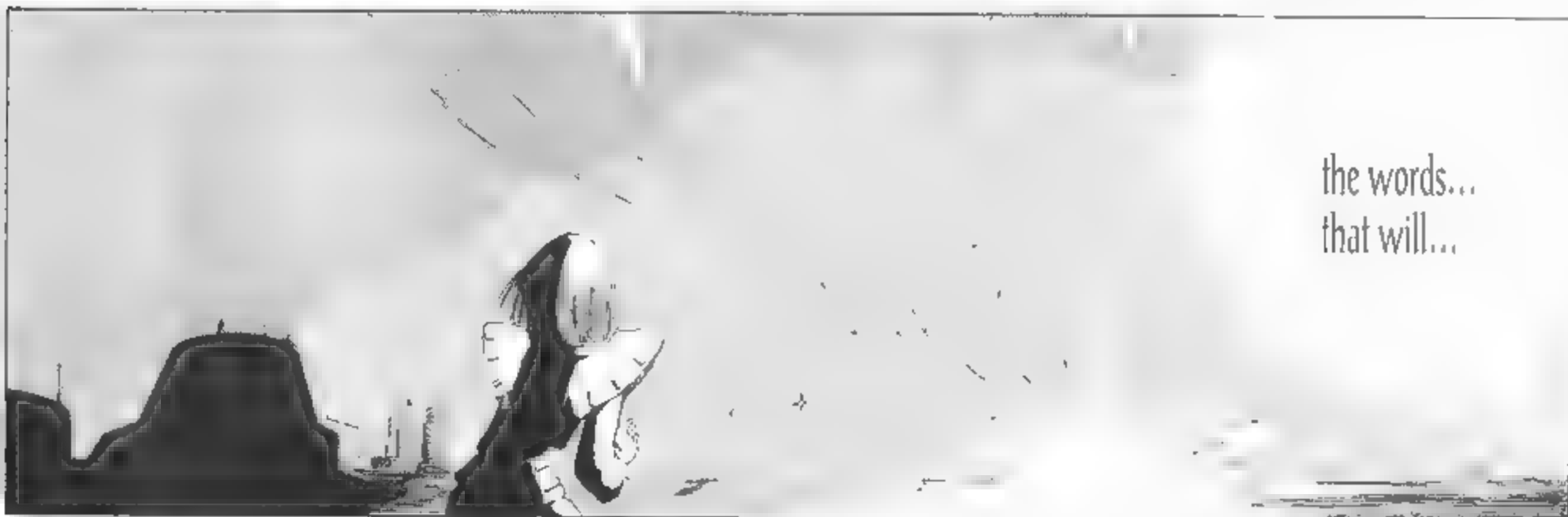
We are waiting...
for those of you who
give us life...



...to say the
right words...
that it's over...



the words...
that will...



...let them drop the
final curtain...



It was a
nightmare...

It so

...that kind
of power...

I... don't
have...



It can't be
predetermined...
I won't allow it...

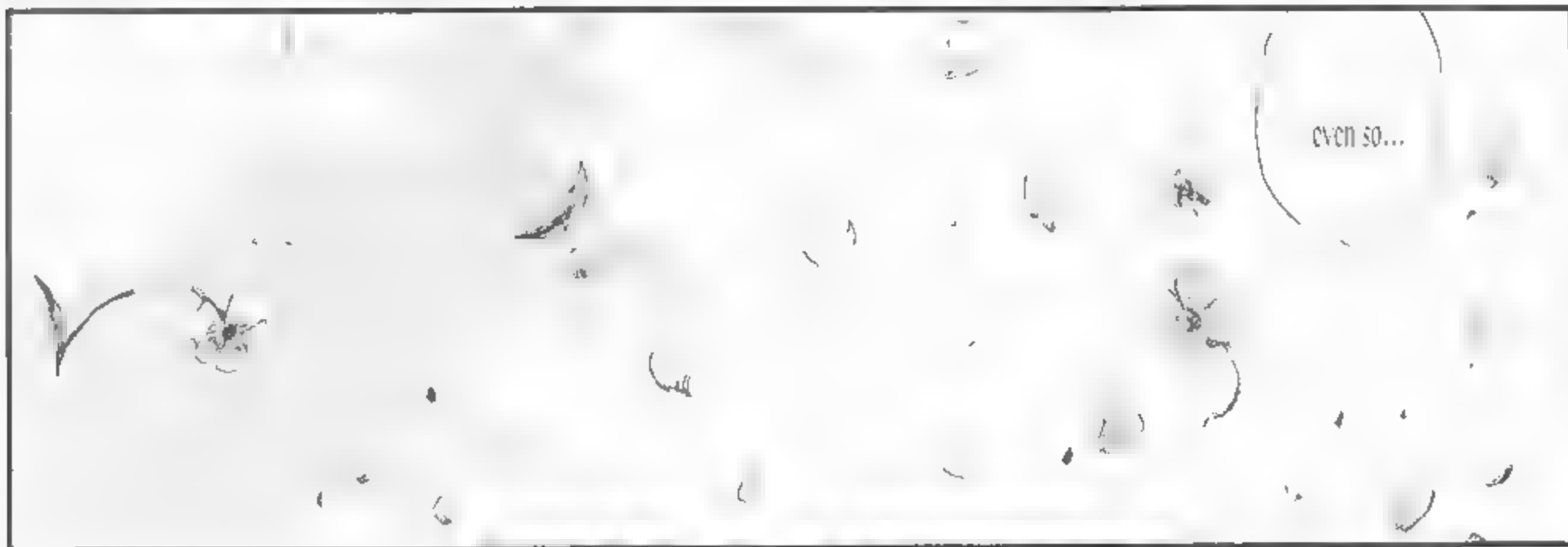


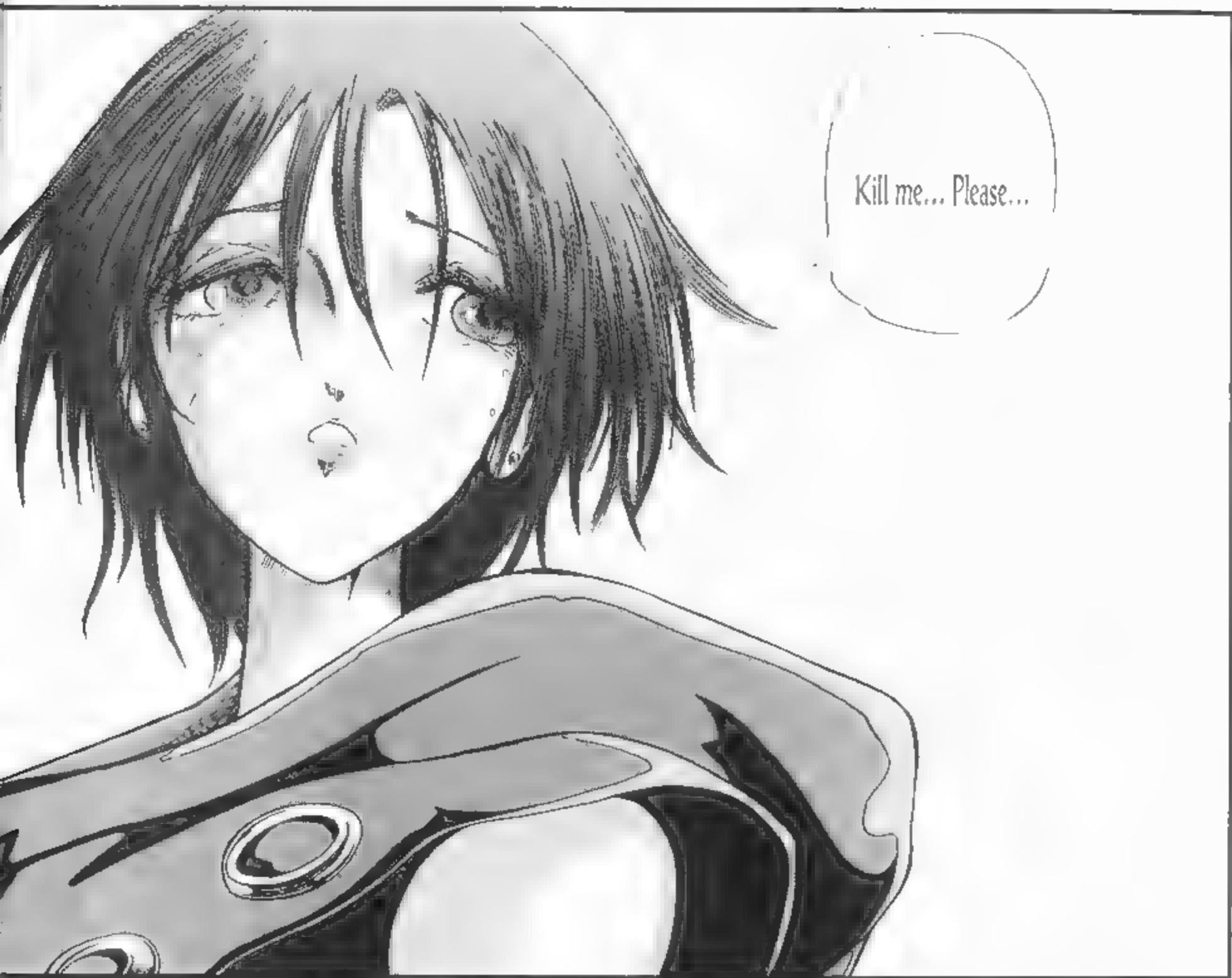
The future...

.but

even so







Kill me... Please...



to engulf me in
your flames.....
free me from this
world

When I think it's time
...use your power...

in a puff
of smoke

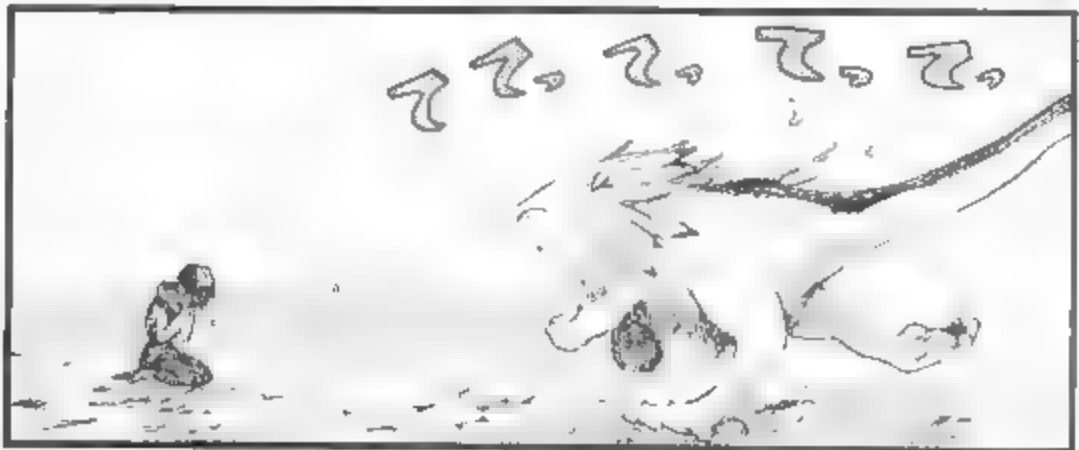
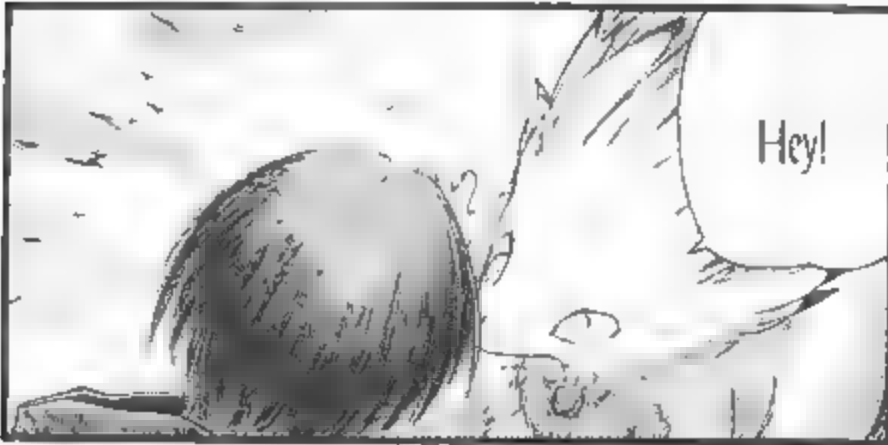


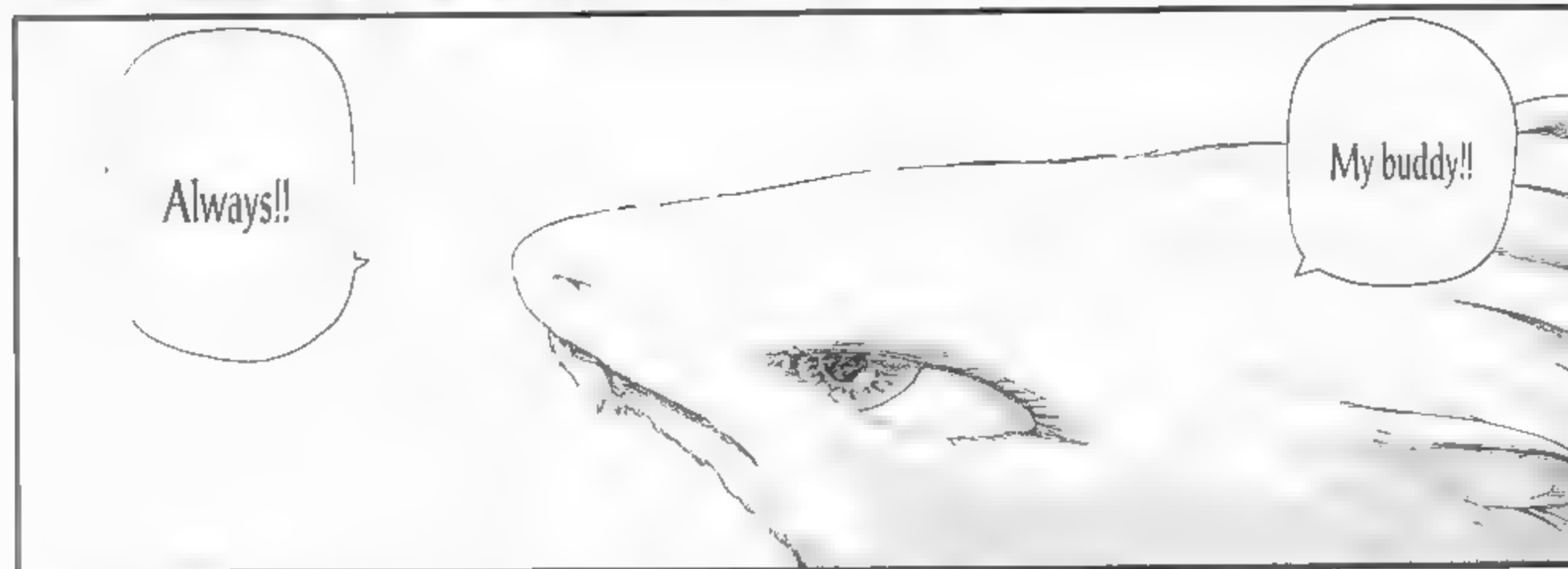
That's the payment
I want for raising
you... instead of the
Water of Life...

...anyone who
so desires...

Not just me...

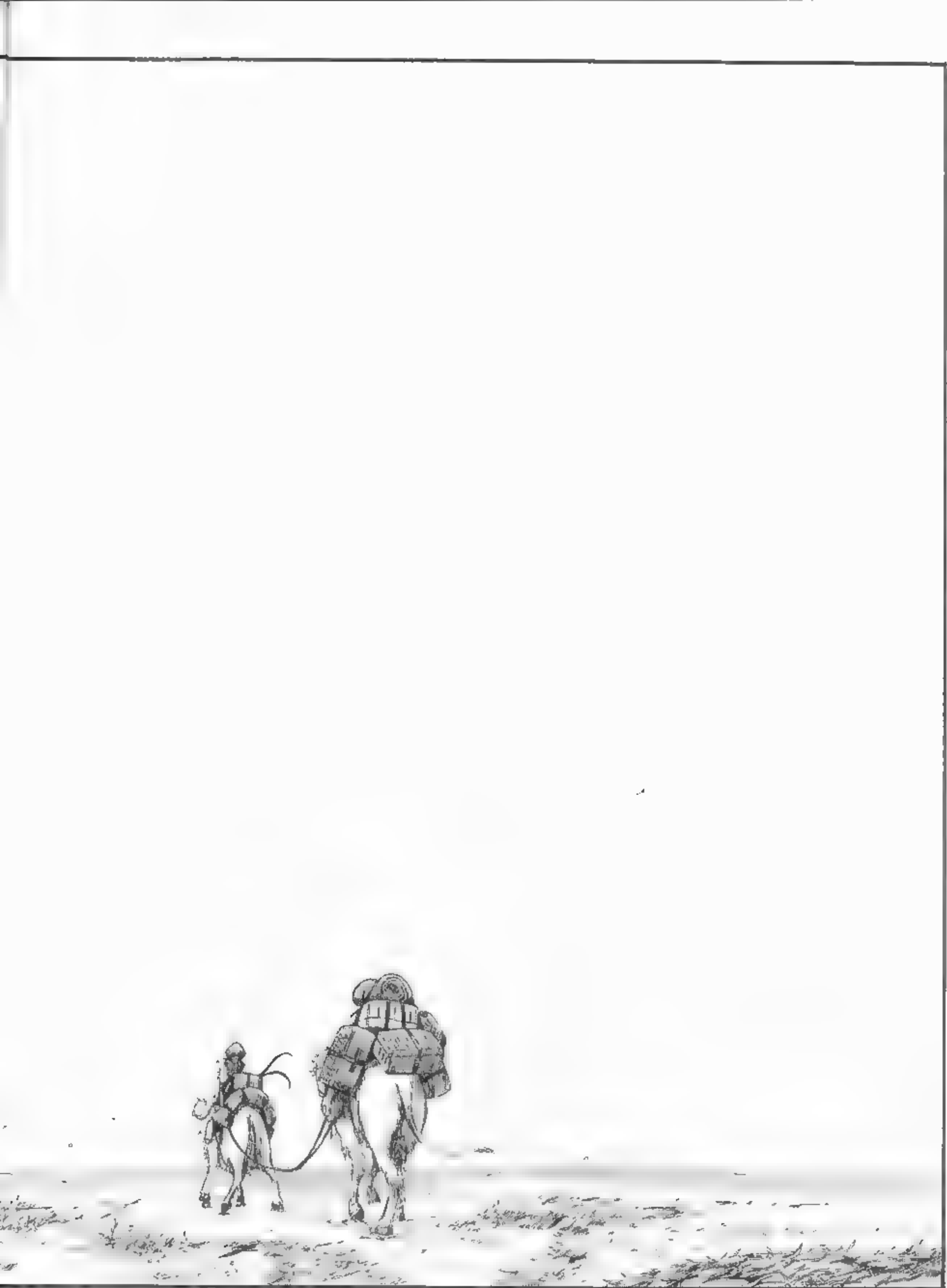












In J.C. 4100...

The LED Dragon will grant Atropos her wish...

And in that same inferno of his Queser flame,
the planet of Delta Belun will... POOF...
disappear from the Galaxy!!

To be continued....

JC 3230	Amaterasu requests the countries of Kallamity Cydonia to join the AKD, but following the lead of the Fulmore Empire, which boasts the planet's longest and most illustrious history, they ignore the request.	Grand Sydimon is killed by a Mirage Knight while trying to escape.	Amaterasu retreats to Colus VI, the sword he received from Colus III, signifying Colus VI as the true heir to the Colus dynasty. The citizens of Delta Belun leave the planet along with Mirage Knights in The Will in search of Lachesis. The "god of light" has tamed them.
JC 3234	Amaterasu launches a military invasion of Kallamity Cydonia, but is met with strong resistance by a unified defense force that has thoroughly studied his military strategy and tactical procedures.	JC 3967	Amaterasu entrusts all of his authority to his cat's paw, Upandla Raymu, a latima created by Dr. Barlanche, and retreats into seclusion. At the same time, F. J. Rogner and the other Mirage Knights are consigned and sealed.
JC 3238	The Mirage Knights join the invasion of Kallamity Cydonia as the war begins down.	JC 3968	Empress Runka, a remnant of the Colus Dynasty's Meister family, gives birth to Darina, then dies at the hand of Amaterasu. Darina disappears.
JC 3239	Stant approaches Kallamity, which experiences violent upheavals in the planet's crust and chaotic magnetic fluctuations. Rescue and emigration from Kallamity is stepped up. Amaterasu boards the Knight of Gold and leads the entire Mirage Knight corps in an all-out attack on the Fulmore Empire. It is the last action anyone will take on this planet doomed to destruction by the approach of Stant. During the attack, KCCG stiles on a shoal while crossing Lake Nimbicoug, and just before Kallamity explodes, Amaterasu is ejected to safety, leaving the MIF and Lachesis stranded on the Lake. In order to lessen the shock from the impending volcanic explosion, KCCG uses the buster launcher to dig a 5000 kilometer crater in the planet's crust and drops a shock-resistant gelatin bomb into the Lake. However, nothing can save Lachesis from the explosion, as she and KCCG are blown somewhere out on the dimensional edge.	JC 3998	Amaterasu becomes deeply concerned over his aging latimas and puts them to sleep. Galaxy MIF continues to switch over to the non-humanoid Feloramara latimas, and humanoid latimas rarely appear in public. The headliner population is also decreasing. In a galaxy controlled by a single, oppressive ruler, Upandla, the number of mortal headliners is also on the decrease, becoming superannuated and decrepit. This year marks the beginning of Upandla's reign of terror.
JC 3330	The Battle of Kallamity is spectacularly concluded, and survivors from the defeated Kallamity forces move to the Planet of Graves, where they commence anti-Amaterasu resistance activities.	JC 4044	Darina Meister finds her way to Kastenpo on Roth.
JC 3333	Amaterasu, upon consent from the only non-AKD planet, Juno, is enthroned as emperor of the Joker Galaxy.	JC 4050	Darina Meister meets Colus VI, who is working for the anti-Amaterasu resistance in Kastenpo.
JC 3345	The LED Dragon awakens.	JC 4061	After wandering aimlessly throughout the Galaxy, Colus VI is awakened to his headliner heritage after being shown the mortal headliners that have been mustered for the resistance.
JC 3400-3900	Mortal headliners' manufacture is slowed by natural resource scarcity. The leader of Juno, King Colus V, begins a large-scale program to improve his country's MIF force led by the Beruna. Because the outcome of any battle is invariably decided by a clash of MIFs, the anti-Amaterasu resistance forces scattered throughout the Galaxy assist in his efforts.	JC 4062	Colus begins training for combat, and the many knights he meets seem also to be descendants of his ancestors' generations of headliners.
JC 3913	The knights of the anti-Amaterasu resistance gather on Juno. Amaterasu reveals plans to conquer Juno.	JC 4075	Jünchoon and Clotho are discovered, but Clotho remains sealed and will not awaken.
JC 3952	Amaterasu launches his last expeditionary invasion and heads for Juno. A messenger is dispatched from Roth to Amaterasu. It is Atropos.	JC 4076	Colus VI meets Wey Rouath, possibly another headliner descendant.
JC 3960	The heir apparent to the Colus Dynasty, Colus VI, escapes to Roth with the help of Alenla, princess of Barlanke. The three royal families of the Colus Dynasty disband and scatter to the four corners of the Galaxy. The Black Knight Grand Sydimon, in the employ of the Colus Dynasty, conceals Jünchoon and Clotho deep in the thick forests of the continent of Borishoi.	JC 4080	Civil war breaks out on Juno, and Colus VI takes command of the anti-Amaterasu resistance forces in the conflict.
		JC 4082	An Amaterasu mortal headliners, Wunderschalze, defects to Colus' side.
		JC 4088	Headliners and latimas who have been hiding throughout the Galaxy flock to Colus' side.
		JC 4090	Colus liberates Roth. After the devastation of AKD forces invading Kastenpo by an LED Dragon inferno, the Upandla regime gradually loses control of the situation, initiating the decline and fall of the AKD, but Amaterasu refuses to step in.
		JC 4093	Civil war breaks out on Delta Belun.
		JC 4100	The Floating Temple, the symbol of the AKD, is destroyed. Colus, Jünchoon, and Upandla's Knight of Gold engage on the battlefield. Two tales hurry to the fray. Delta Belun is consumed in the quasar inferno of the LED Dragon.
		JC 4101	Colus VI liberates the Galaxy.
		JC 4103	Colus VI marries Darina.
		JC 4255	Colus VI passes away at the age of 999.
		JC 4300	The mortal headliners gradually fall into dissipation. The headliners also gradually disappear, some taking their latimas with them, some alone. The era of war and destruction goes on, as the world continues its regression towards the primeval.

(The Era of the The Will Galaxy)*

- JC 5899 On an unknown planet, the Knight of Gold is transformed into a meteorite and crashes.
- JC 6599 Lachesis awakens and with the Knight of Gold joins a space war with another civilization. In the aftermath, uncontrollable bursts of energy from KCCG hurl them across the vast gaps and lost abysses.
- JC 6787 In one planetary war, Lachesis is unable to activate the Knight of Gold, so this incomparable latima later commandeers a local cyborg weapon, called an Imperian, to continue the fight.
- JC 6800 Amaterasu binds the MIF Goat Mirage, also known as Magdall Chivaries.
- JC 6850 Amaterasu and Lachesis, each on their own, travel from planet to universe encountering new human species and life forms.
- JC 7199 Lachesis lands on a mechanized planet and repairs the Knight of Gold.
- JC 7291 Amaterasu converses with the Obelisk Monument, which seems to contain a memory of people from the Joker Galaxy.
- JC 7343 Lachesis suddenly finds herself on Earth, in Poland during January 1945. She hides the Knight of Gold in the Baltic Sea and goes to fight in the Battle of Berlin. On 7 May she leaves the Division Nordlandic for France, then returns to the Baltic Sea and falls asleep.
- JC 7451 Lachesis awakens in the Earth year of 2187 and returns to space.
- JC 7563 Lachesis transcends time to appear in the Joker Galaxy in JC 2043. She meets the 23-year-old prince of Grees, Amaterasu. After planting a memory of their encounter, she leaves the Galaxy.
- JC 7777 Lachesis and Amaterasu are reunited on the emerald planet of Fortune and are married. They bear a daughter, Kallen, and the human species begins a new phase in its evolution.

*Time in the The Will era is measured in the years actually passed by Amaterasu, but a Joker time of 5,670,000,000 years or less.

Chronology

(Last Millennium of the AD Era)

- AD 4000** Luna is discovered. Both is reclaimed and colonized. An alliance of imperia families founds the super-empire Farus Die Kannarn.
- AD 5000** Reign of the "Blazing Empress." The Galaxy establishes all disciplines of pure science. The rise of intimidating warriors and powerful wizards. Invention of the most destructive weapon known to man, the buster launcher.
- AD 6000** Height of interstellar exploration. Continuous intergalactic wars cause such devastation to existing races and cultures that the human species becomes incapable of retaining its historical legacy in fact.
- AD 8000** A geophysical world of four solar systems begins to take form. Reclamation of planets take place on a galactic scale, as the deserts of Adler and Pestako, the closest planet to its sun, are made inhabitable.
- AD 9000** Interstellar exploration reaches an impasse, and space adventurers return to their home planets. The influence of Farus Die Kannarn wanes, as new independent states rise. Buster control technology is perfected. Popularization of the external combustion "exlarer" engine, a technical spin-off from buster launcher know-how.

(The Joker Millennium)*

- IC 0001** Stabilization is achieved on the planets of the Galaxy's four solar systems, as interplanetary diplomatic agreements are negotiated and enacted, marking the beginning of "the Joker Era." At this point in time, however, human civilization reaches its pinnacle and begins its descent. The Joker Galaxy enters an era of senescence and decline. A civilization that once advanced into the outer reaches of the universe, experienced with speeds exceeding light, and sought existence beyond the three dimensions is slowing down. The human race is now in a process of reverse evolution. From this point on, there will be no sense of significant historical change, even in millennium terms.
- IC 0980** Birth of the mortar head, a battle machine modeled after the human anatomy and designed in the artistic style of science and engineering.
- IC 2020** In the Kingdom of Grees on eastern Delta Belun, the alomo Amaterasu Dis Grand Grees Eydas V is born and destined to become the kingdom's fifth monarch.
- IC 2026** Scientific genius Uranium Balance publishes his research on organic humanoid computer systems.
- IC 2040** Emperor Amaterasu uses his exquisite beauty and charm along with his superior intellect to gain unwavering support from the people of Delta Belun's eastern bloc of countries.
- IC 2087** Amaterasu and Lita are married. Lita will die childless at the young age of 150 (equivalent to 25 years of age in early-stage time). On the average, human's of the Joker Galaxy live to the age of around 500.

- IC 2135** Amaterasu makes improvements in the exlarer external combustion engine used throughout the Galaxy to generate heavy energy.
- IC 2200** The beginning of a century of frequent international disputes and military aggression, promoted in part by the mortar head's ability to minimize casualties and destruction of property in the process of territorial expansion.
- IC 2310** A data processor greatly improving the control of mortar heads is developed by the mad scientist Lithium Balance. It is called the "falma," an artificial life-form physiologically identical to human beings.
- IC 2324** Amaterasu is enthroned as the ruler of Grees at the age of 304. Over a thirty-year period he has contributed much to the cause of international peace among the countries of Delta Belun.
- IC 2397** Despite his 377 years, Amaterasu has remarkably not aged significantly since reaching adulthood.
- IC 2400** Amaterasu's Eastern Solar System and the Northern Solar System, which is ruled by large and powerful countries, attain a state of relatively peaceful coexistence, while the smaller countries scattered throughout the Southern and Western Solar Systems remain in political turmoil. It is a time of mass production of both mortar heads and falmas.
- IC 2629** Amaterasu makes the acquaintance of the scientific genius Chrome Balanche.
- IC 2810** Amaterasu spends ten years recruiting a corps of superior headliners to act as his imperial guard and names them the Mirage Knights.
- IC 2813** Amaterasu's imperial guards are organized into an order of knights known as the First Eastern Mirage Corps, which is given command of the all the imperial armed forces, and charged with employing their mortar heads in queuing international military incidents.
- IC 2875** Amaterasu unites the ten eastern countries surrounding the Kingdom of Grees. Similarly, in the Southern Solar System, Colus II ruler of the super power on the planet Luno, forms the kingdoms on his borders into the Colus Dynasty. Colus III is born.
- IC 2878** Amaterasu is appointed planetary president of Delta Belun.
- IC 2899** Amaterasu unites Delta Belun into an organization called Amaterasu Kingdom Demesnes (hereafter AKD). The report of this action is greeted with surprise and apprehension throughout the Galaxy. Dr. Balanche completes the AKD flagship battle cruiser Bell L'real.
- IC 2900** A scarcity of natural resources in the Galaxy reaches critical proportion, and some synthetic materials that have existed for thousands of years begin to transform or deteriorate. Kallarny Godarce, the second planet in the Northern Solar System, begins to transform under the influence of its own planetary reclamation activities. Amaterasu is 880 years old.
- IC 2955** Completion of Amaterasu's airborne palace, the

Floating Temple, an island 2.5 kilometers across hovering 3000 meters in the atmosphere above the planet.

- IC 2987** One of the Galaxy's most authoritative scientists, Dr. Balanche, decides that a falma debut will not be held for Atropos, one of his "three fates of destiny," and allows her to escape.
- IC 2988** Dr. Balanche's final two falmas, Lachesis and Clotho, come of age. Amaterasu acquires Lachesis, while Clotho is taken into the care of Luno's King Colus III.
- IC 2989** Three leading edge mortar heads, called LED Mirages, join the forces of the Colus Dynasty against neighboring aggressor, Haguoda. Master Ladus Supp is entrusted with the jeweled sword of the Colus Royal Family, and the royal family's M-1 luncheon is sealed shut with Clotho inside.
- IC 2992** Atropos begins 350 years of seclusion with an infant LED Dragon.
- IC 2994** Maada Lang Depre are born in the Republic of Lathuha in the Western Solar System.
- IC 3007** The LED Mirage fleet and Amaterasu's Knight of Gold are exhibited before the Galaxy. Second phase of the Mirage Knights.
- IC 3009** Completion of the heavy M-1 lead Mirage, known as the "monster of the Mirage Knights" due to its dual buster cannon design.
- IC 3010** The "Majestic Stand" begins, and the Galaxy is thrown into greater political turbulence than it has ever experienced.
- IC 3079** Princess Magdall is crowned ruler of the Holy Led A-Toll Empire.
- IC 3159** Amaterasu suddenly launches a military attack on the Rent Republic of the neighboring planet of Adler.
- IC 3162** Adler is incorporated into the AKD and becomes Amaterasu's base of military operations, commanding a huge galactic expeditionary force.
- IC 3180** Amaterasu begins construction of the Galaxy's largest space vessel, The Wul.
- IC 3185** Construction of The Wul is completed, and enthusiasm is heightened among the people over galactic unification. Amaterasu is 1105 years old.
- IC 3199** Amaterasu launches an invasion of Both in the Western Solar System. Many of the planet's residents welcome the invasion as the arrival of political stability to a chaotic situation that has continued since the beginning of the Majestic Stand, so Both is quickly incorporated into the AKD. However, the region of Kaschno on the continent of Grann for some reason is able to retain its former status as a free and autonomous "strict," and only the Holy Led A-Toll Empire is granted sovereignty.
- IC 3225** The moving solar system of Stant with a 1500-year orbit approaches the Joker Galaxy, and it is predicted that Stant will increase the instability of Kallarny already caused by mineral resource reclamation.

* IC and Earth years are not synchronized because

#20/33p



#20/32p

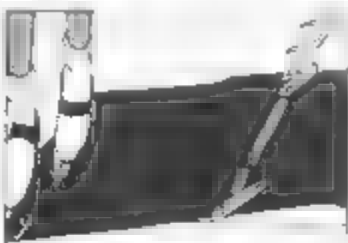


#20/17p



パキ
Pahkih (Crash)
Sound of something breaking
into a thousand pieces

#20/33p



#20/12p



コーン、コツーン、カツ
Kohn, Kohtsuhn
Sound of a shoe heels on
bare floor

#20/35p



カンカン
Kahn-kahn
Sound of hard soled shoes on a
hollow metal surface

#20/5p



ぱりりりり
Bahreereel
Sound of electric
current

#20/44p

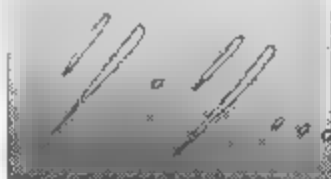
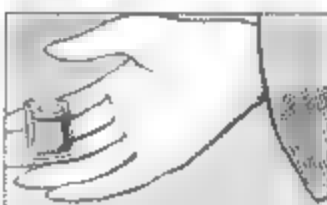


#20/54p



ててててて
Teht-teht-teht
Someone approaching at a run
Also running with confidence

#20/18p



りりりり
Rih-rih-rih-rih
Ringling chirp of an insect
ringing of a bell

#20/11p



ぱりりーん
Pahreeren
The sound of something tight
and thin tearing apart

#20/17p



カサ
Kahsah
Cawing around in search of
something

ぎっしり
Gihshree
Being caught in a tight
place

#20/7p



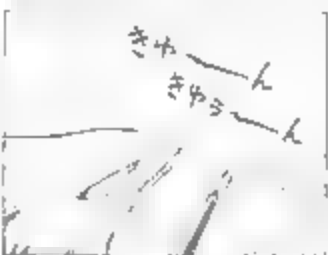
うっ
Uht (Gulp, Rrrr)
Gulping one's breath or the
sound made when straining

#20/24p



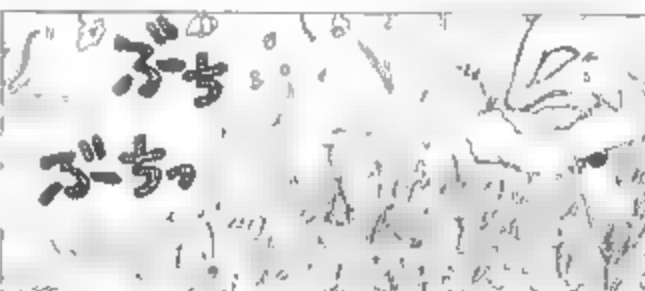
ぶーっ
Boot (Boo)
Booing, the Bronx cheer

#20/24p



きゅーん、きゅうーん
Kyuuhn, Kyuuuun
(Hoooo)
Sad cry of a small animal.

#20/51p



ぶち、ぶちっ
Buhchee, Buhcheet
The sound of breaking something by
picking or stretching it

#20/55p



びとっ
Peetohi
Something sticking fast to
an object or a body

#20/8p



ごしごしごし
Gohshee-gohshee-
gohshee (Scrub-scrub)
Rubbing or scrubbing a hard
surface forcefully

#20/7p



とんとん
Tohn-tohn (Tap, nok)
Tapping someone lightly on
the shoulder from behind
Knocking on a door

Special Effects

Five Star Stories like any comic is filled with special effects, which in Japanese are divided into words that resemble sounds and words that express appearances. Some can be found in any dictionary, some were created by the author. The following list is a sampling of the special effects appearing in Five Star Stories.

#20/38p



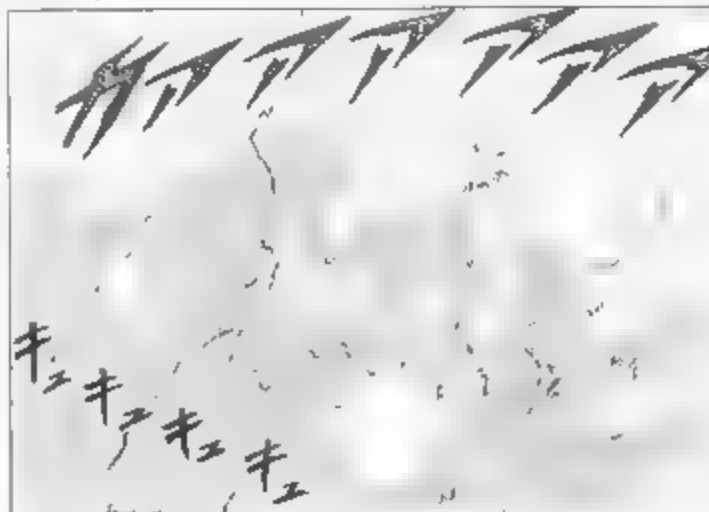
フィフィフィ
Feeeee

Sound of a highly tuned vehicle, like a die, at top speed.

キイイイイ
Keeeee (Dweeee, Eeeee)

Whine of a high speed engine or jet compression

#20/4p



カアアアア
Kaaaaah

The amplifying blast of an energy field, etc

キュキュキュ
Kyu-kyu-kyu

Squeeling brakes, Abrasion

#20/6p

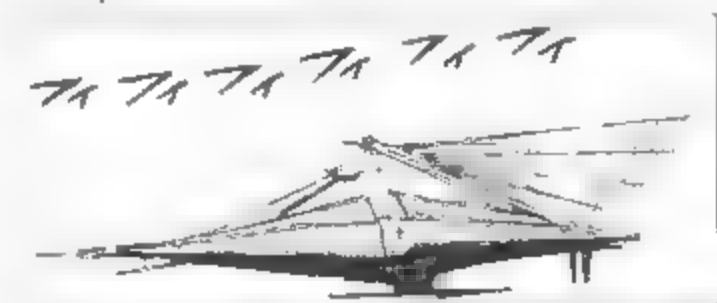


ゴゴゴゴゴ

Go go-go-go-go

Sound of a mortar head or space craft traveling at normal speed

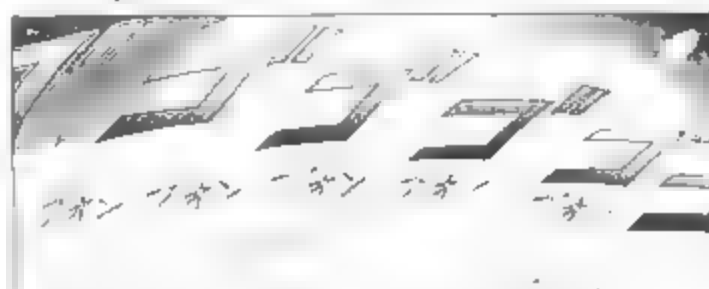
#20/6p



フィフィフィ
Fee-fee-fee-fee

High rpm "feen" (braaowwwn)

#20/41p



ゴゴゴゴゴ

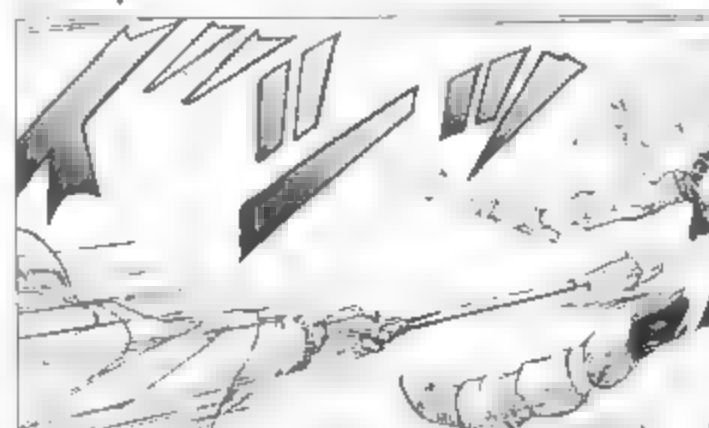
Go-go-go-go-go
(Rrrrrhuumm)

Supersonic speed Also a burner at high flame

フォンフォン
Fohn-fohn

Another "feen" (braaowwwn), derivative accompanied by bad vibes.

#20/31p



ドシッ

Dohshit (Doom, Wham)

Sound of a collision

#20/37p

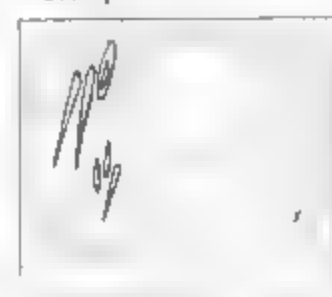


バキッ

Bahkiht (Crack, Snap)

Breaking a piece of wood or something in two

#20/4p



パッ

Paht (Flash)

Flash of light

#20/33p



グシャッ

Guhshah! (Splat)

Sound of an object rupturing on impact

#20/32p



ハッ

Bah!

Sound of a wind shipped cloak

#20/37p

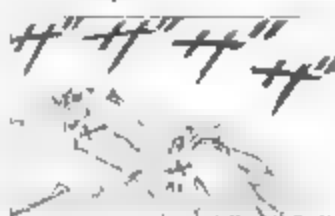


ビッビッ

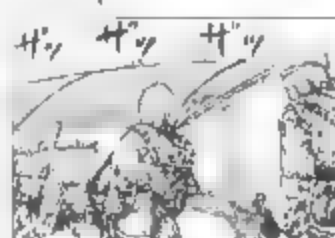
Pee-pee

Sounds of an electronic alarm

#20/35p



#20/6p



ザザザザ、ザッザッ
Zah-zah-zah-zah,
Zah-zah

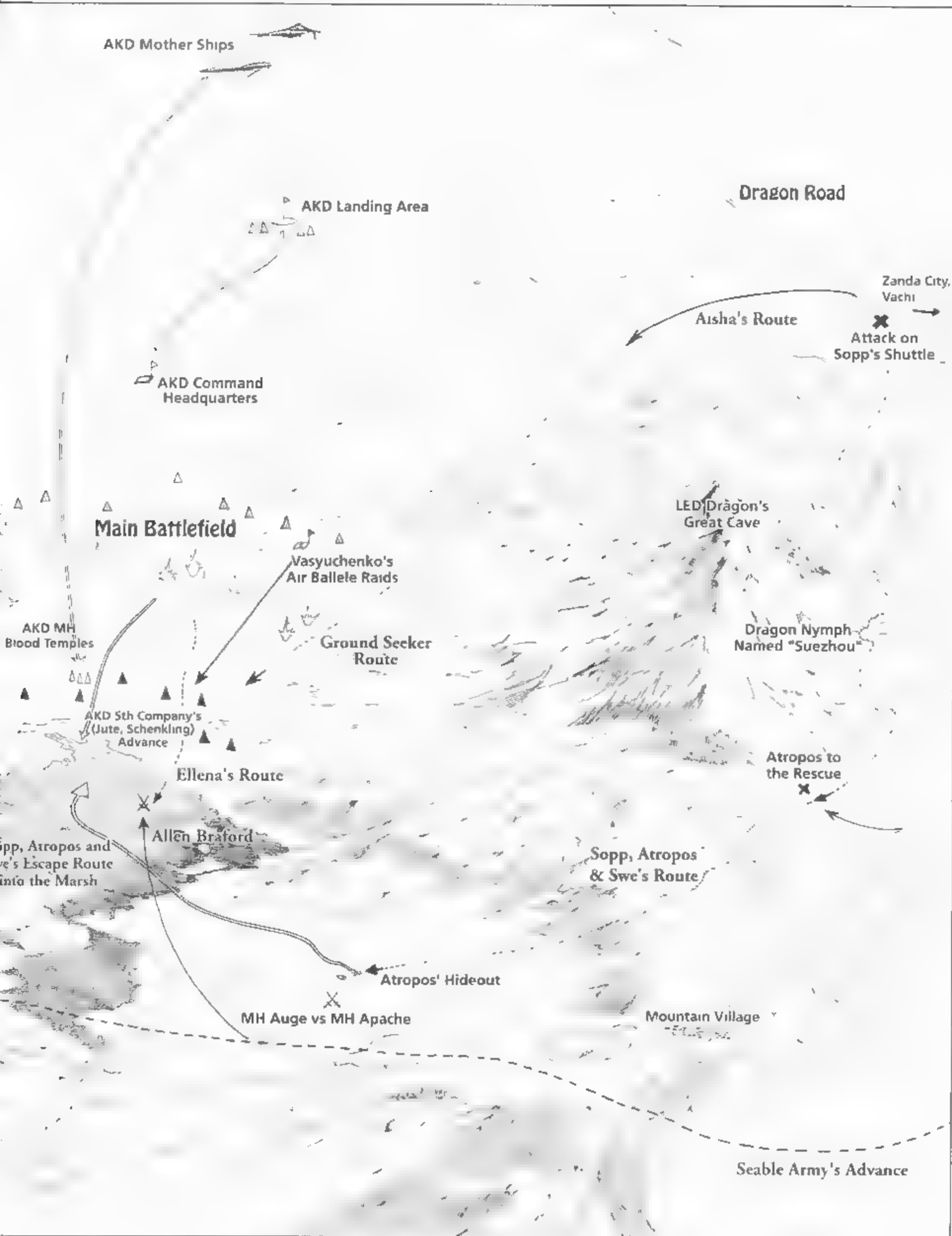
Trampling sound of an attacking squad of soldiers or a mob kicking up sand or dirt while running.

#20/31p



ヒューッヒューッ
Hyuht-hyuht
(Pant, pant)

Wet sound emanating from a mask or aspirator becoming by means of an artificial device



Battle of Karst Tableland

Kastenpo, J.C. 2992

- ✕ Major Engagement
- △△△ Mortar Headds
- △ AKD Troops
- ▲ Seable Troops

AKD Jagd Mirage Entry

Pied Piper
Mother Ship

Final Battleground

No. 315
Magma Plateau

Seable Line
of Defence

Seable Mother Ship
Seable MHs Apache,
Zakker, Blue Armor,
Var-O-La

△△△ Seable Rear

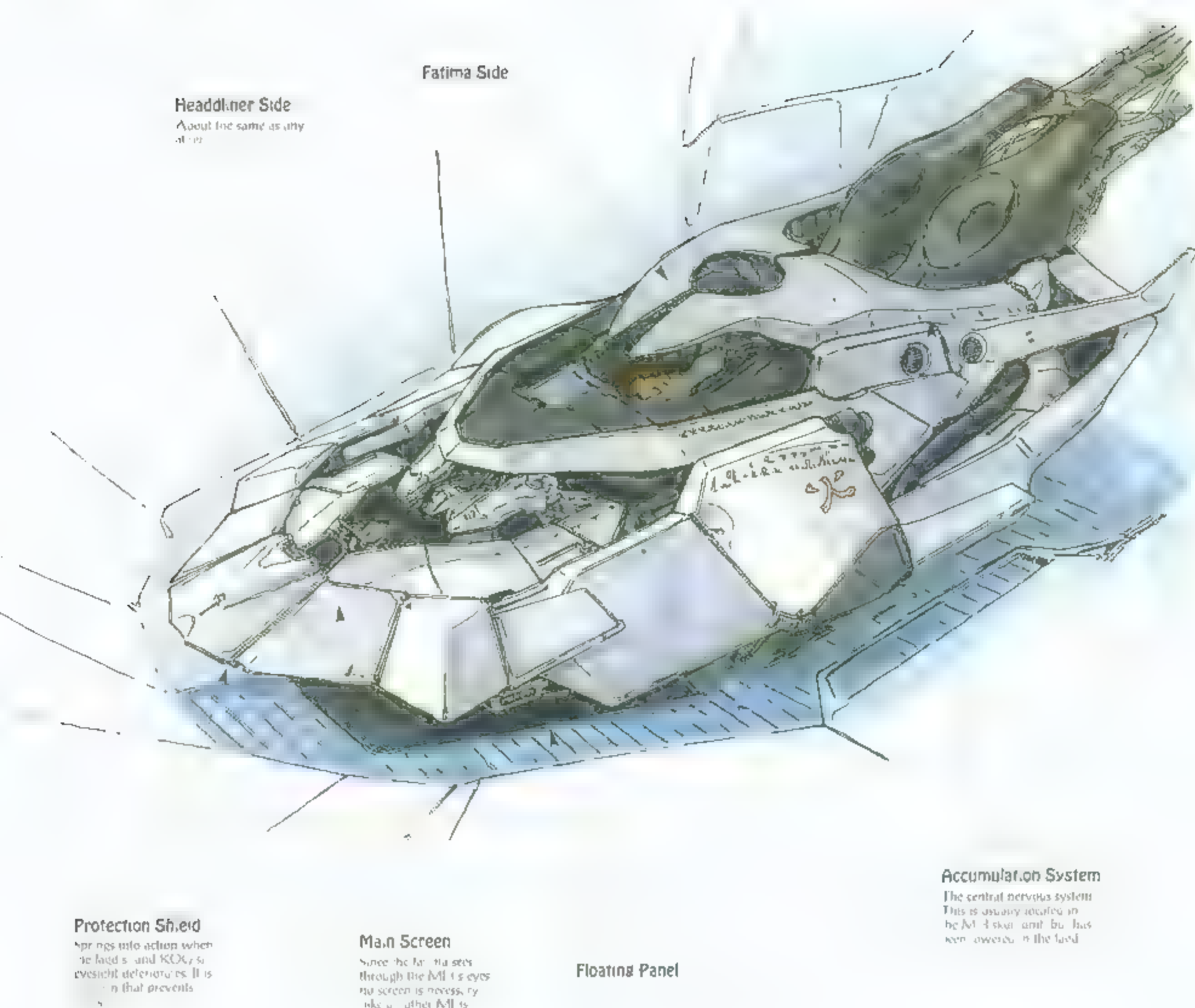
Large Marshland

Side Landing Gear (Co-Leg) System



The Co-Arm System

Jagd Mirage



Headliner Side
About the same as any other side.

Fatima Side

Protection Shield
Springs into action when the headliner's and KOC's eyesight deteriorates. It is a shield that prevents the fatima from seeing the enemy.

Main Screen
Since the fatima sees through the MI's eyes, no screen is necessary. It is like a mirror that reflects the fatima's vision.

Floating Panel

Accumulation System
The central nervous system. This is usually located in the fatima's skull, but has been moved to the head.

Cockpit System

The Jagd's cockpit is the only one among all of the Galaxy's MIs that seats the headliner and fatima in one compartment. As shown by the illustration, this especially huge cockpit floats like all the others and so does the headliner's control system inside. Due to its size, the usual ejection system has been replaced by a capsule launching system in case of emergency. The fatima's chores while seated here are not only calculation and information processing, but also controlling the Jagd's movements. Usually, the fatima handles the calculations while the headliner controls the MI's limb units and artillery, but the Jagd and the Knight of Gold are different in this respect. In the case of the KOC, Amaterasu was con-

fidant enough that Lachesis could handle both sets of tasks to be able to mount a buster launcher. Now this is the same Amaterasu (Sopp) that defiantly announced that he would build an MH that doesn't need a fatima at all! Then he turns around and builds the Jagd that couldn't move a step without a fatima at the controls, and the KOC, which doesn't need a headliner because the fatima does all the work! Pretty weird... The Goat Mirage built later will be operated alone by either fatima Tower or Bueslual for anyone else of the same class as Lachesis and her sisters. We think he finally came to the conclusion that he was full of Kastenpo dragon droppings about fatima MIs. The Jagd's control system circuitry

was designed by Dr. Ballanche, and then he and Sopp probably stayed up all night putting it together by the seats of their pants. When it comes to circuitry, Amaterasu seems to be way out of his league. It took five years for Bueslual and Vitter Schasse to complete the actual system. During that time Amaterasu sat around and daydreamed, occasionally asking "How are things going?" getting the answer "Right on schedule" and replying "Is that soooooo. Only a handful of fatimas ever sat in the cockpits of the Orange (R) and Green (L). Four to be exact: Padenon, Maier, Eatta and Est. Incidentally, the only components that the Orange and Green Jagds had in common were the twin towers and the cockpit

Buster Launcher Unit

The unit consists of the launchers and a 44 cartridge chain conveyer system. The unit is mounted on the back armor, but there are 12 exhaust devices in the neck component and three more in each shoulder. The unit is powered by 22 energy bypasses originating from the chest cavity. The exhaust energy concentrating on the back of the launchers is offset from the core, thus achieving a balanced reflection of the energy between the twin towers. In addition, there are three bral-kema laser machine gun systems to defend the launchers. In contrast to the Jagd's enormous scale in almost every aspect, the Mirage insignia is visible in only one place, on the left shoulder. It is often mistaken for the Mirage Corps and the Amaterasu family (four diamonds) and zig-zag markings can be seen on the busler unit's reflectors, enabling anyone to identify who is piloting the Jagd. There is no insignia for the Amaterasu Kingdom Demesnes, because the Jagd is not an AKD mortar headd, but the ultimate weapon of the Amaterasu family and Mirage Corps (although the author of *Five Star Stories* often gets the two groups confused...)

Facts & Figures

Total Kills

MH Encounters 72

KF HIs 67

Planets Destroyed 1

Crews

00201

Bugie de Leizer (Schalt) & Fatima Pallenon
Amaterasu des Grees Sarion & Fatima Majer
Upandla Raymu & Fatima Pallenon

0021[R]

F U Rogner & Fatima Eatlu

Amaterasu no Mikado & Fatima Es

Data as of 10, 3960

Anti-Aircraft Bral-kema

A "laser meat chopper" who two barrels fire in unison. A weapon of tremendous destruction, the bral-kema has also been leveled at ground targets.

Main Pole

Always stands perpendicular to the ground level even when the Jagd is not.

Armor

Over half the armor is skeleton to check the towers for unfired rounds from the outside (crazy enough). There are lots of holes.

Left Tower

The angles of elevation of the two towers are independent. The angle of elevation is 79° and the angle of depression -3° but they change according to the Jagd's movements. Horizontal movement is limited to only 7° to the left and 3° to the right.

Auxiliary Launcher

An attack weapon often used alone so who are the two towers for.

Wind Reflector

Frequently not mounted.

Buster Cartridges

There is no extractor to eject the shells like in a pistol, rather the blast energy throws them a couple of hundred meters clear of the Jagd. They can damage an MH on contact and probably dismember any human that gets in their way.

Protruding Energy Pipe

Reflector

Located where the largest flame exhaust occurs. It is up bright red wire (red in succession).

Cartridge Chain Drive Motor

Jagd Mirage

Buster Launcher

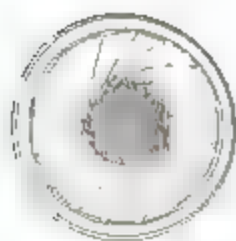
The 200 meter-long twin towers are EB Series buster launchers, the most powerful in existence. Buster launchers are ranked from A to E in terms of their buster energy output. The "E-Type" launcher has the most stable output. Skeptics who witnessed the Knight of Gold's sawed-off 'B-Series' launcher would no doubt question its accuracy and ask if there are any bull's-eye in the world of buster energy. Well, a body of energy that is amplified above light energy is as unstable as they come, so to control where its supposed to go and make sure it doesn't turn into friendly fire, energy compensation is done using a spiral barrel system. The E-Series amplifies energy inside the launcher barrel, which is spiral in shape to rotate or spin the energy when it is fired at a target. Buster energy blasts will retain their destructive force over long ranges. It is calculated that such a blast would retain 80% of its force if fired from Earth at the Sun or Mercury, but whether it could actually hit them is another story. The inside of the E-Series barrel has been formed into a polygonal spiral, which is very different from conventional spiral grooves ("rifling") cut into rifle and pistol barrels (See the illustrations below).

As mentioned previously, when the twin towers are fired, the energy storm created by the blast will blow everything within a 500 meter radius to smithereens, meaning the support LED Mirage has to slay out of that zone. However, the effect of the exhaust blast serves a very useful purpose by preventing the Jagd from recoiling after firing the launchers, since the power of the launch is equal to the exhaust blast. The shock produced by the launch is another thing altogether. Despite eight separate arm and leg units digging in with all their might to absorb the shock, it will nevertheless manage to bounce the Jagd a couple of meters off the ground. In actual battle, the most stable firing position is floating on a water surface, which is why the Jagd prefers lakes from which to do its buster damage.

Exhaust Flame Energy



Showcasing the polygonal barrel is the (L) Jagd's right buster launcher called "Caesar" the left launcher is "Diva." The (R) Jagd's right launcher is "Shin" and left launcher is "Gembara." Seated on the barrel is Mirage Knight Princess Tghinaben, and standing in the foreground is her colleague Kruk.



Polygon Muzzle

A sixteen surface system



Polygon

Angular sections, no grooves



A Rifle

Six to eight grooves are cut inside the cylindrical barrel



Weapon System / Twin Towers

The double buster launcher "twin towers," also called "L" and "R," have the same polygonal barrel systems as the artillery on The World. They are capable of blowing away whole planets. The buster launcher will be explained in more detail in the following pages, but balance-wise this dual launcher system is heavier than the Jagg's main body making stabilization with only the toes and pin heel seem rather far fetched, but the Jagg is able to move with about the same agility in full battle gear as in civvies. This is made possible by using the ezlaser to float the buster unit on the body above the pelvis. This technology has enabled this 200 meter high MJ-1 to virtually dance on the field of battle. However, the floating trick doesn't work when the twin towers are leveled into firing position, because no energy can be spared for that purpose. This is where the four limbs and co-limbs come into play: steadily set on the ground, while the long stabilizer moves around to balance the Jagg. The enormous active veil, which would also be mounted on the LED Mirage, functions with its dual structure to protect the whole body from the muzzle blast, but also, as the name implies, its reflector moves automatically in all directions with the co-arm to protect the Jagg from laser weapon attacks. The muzzle reflectors on the launchers serve the same purpose, but are often removed making them merely auxiliary defense systems. The auxiliary launcher on the left, which is similarly located on the Knight of Gold, is a full-size model, compared with KOC's sawed off version. The biral-kema laser machine gun units are mounted on the right side in case of close-in encounters. There are two more biral-kemas behind the chain cartridge mounted on the back for anti-aircraft defense, but they can also be fired horizontally for such ground war purposes as destroying just cities, not whole planets like the Twin Ts. The long Liechtenstein frame design antenna is not only for command and supervisory use but also to signal where in the hell the Jagg is amidst all the smoke and dust caused by firing the twin towers. What seem to be six smaller antennas are actually ejector robots. Each has a special task to perform during patrol missions. Despite having wandered far afield from what could be called a real mortar head, the Jagg continues to exist as the center of the Mirage Corps and stands as its symbol of power. It is also called the "Imperial Mirage."



In the launcher barrels
the number of buster
kills, which is no match for the
number of MJ-1's the Jagg
sawed the living hell out of and
never encountered.

launcher is wrapped in a four
terminal jacket, which helps reduce
the temperature difference between
launcher chamber and the atmosphere
thus preventing barrel warping. Jagger
science and technology isn't that
advanced to be able to control such an
inevitable natural phenomenon.

Main Pole

A Liechtenstein radar
antenna unit 200 meters
high, also functioning as
a standard and guide.

Chain Cartridge

22 shots a piece

Biral-kemas and Laser Machine Gun

Medium range

Active Veil

A huge reflector has been attached. In this
position the veil can be used as a blase-
coming weapon in hand-to-hand combat
since the edges are capable of flattening
any enemy MJ-1 so encountered.

Auxiliary Launcher

Ejector Robot

Loosens to the extractors on the Floating Temple.
They form the main patrol system and the main
antenna. The main pole is actually just a decoration.

Muzzle Reflector Unit

There is room inside here for the spec.

Face Reflector Unit

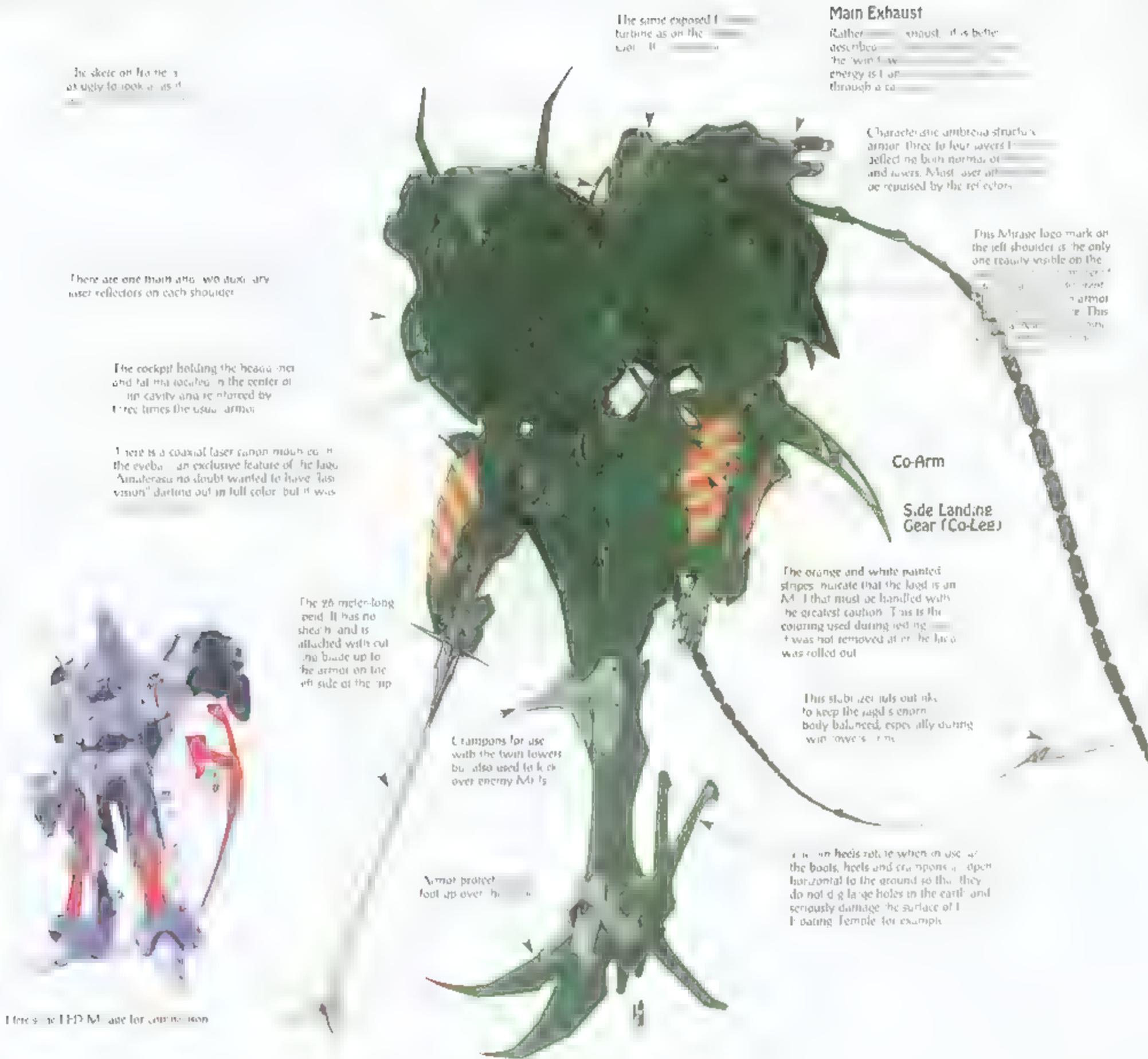
Moves automatically

A very free interpretation of the launcher interior, which
was originally detailed in a 95% 40 cm scale design.

Humans

Unidentifiable from atop the twin towers.

Jagd Mirage



Weapon System / Mortar Headd

The most frightening thing about the Jagd is that despite a size triple that of the normal M-1 it can maneuver just as well. The power generated in one swing of its 30m long sword cannot be matched. It was first called the "Jagd Mirage" during its twin towerless days, a combination of German and French literally meaning "hunting illusion." This destroying M-1 boasted the kind of wild abandon and power befitting only the Galaxy's kings and mightiest of headlines. The likes of King Laila and his V-Sirens and Amaterasu's Knight of Goid and Patraquishie Mirage. Once the Jagd was stripped of its overall M-1 capabilities to function solely as a destroying M-1 it could never again be rolled onto a dorrey or deployed strategically as a chess piece in battle, due to its uniqueness... except when the twin tower busters were mounted on it. Then it would

become the pivotal element of battle strategy and the Jagd would be able to take full advantage of its gargantuan size and arm itself with the most sophisticated culling and piercing weaponry and fire power of mass destruction. It possesses all over its body every special piece of gunnery and weapon in the whole Mirage arsenal: flame launchers, ball batas, bral kema, a slicer. The flame launchers and slicer seem to have been added "just for the heck of it," and as expected they have never been employed. Special note should be taken of the Jagd's huge air buster that blasts battlegrounds with ezlaser exhaust to create earthquakes, twisters and hurricanes, tidal waves, etc. About ten seconds of air buster emission can seminally destroy a small town and in the Battle of Lake Hlaas on Jumo, the Jagd's air buster blasted the lake bottom to stir up a tidal wave that washed away

everything in sight around a body of water that would take just about the whole Japanese archipelago to fill in. Four air busters can be used simultaneously to create tornadoes, and one can function as a smoke and chaff dispenser. Which brings us to what happens when the twin tower buster launchers are fired in succession. To begin with no one within a 500m radius of the Jagd could survive just the muzzle blast and exhaust flames. When they were first mounted in tandem on the Jagd no one really knew why that's because no one could envision (or gave a hoot about) how important the Jagd would become as an electric knight fighting alone. There is an interesting way in which the air buster was used by Schaft in LC 2992 but more about that in the last scene our fourth story.

The Co-Arm System

To what seems at first sight perfectly normal main arms and legs there have been added co-arms and co-legs. These extremely compact devices were added to perform tasks completely different from their main counterparts. The co-arms become travel locks (gun mounts) for the twin lower buster launchers, and also have active (double) veils. When the launchers are rapidly fired these arms function as a carriage, and the active veils protect the Jagd from muzzle blast. The arms' spears act as spikes driven into the ground to stabilize the Jagd. It should be clear that the co-arm system is essential to the twin lower design.

This piston engages when the co-arm is opened.

This very thick armor doubles as a veil, like on the Knight of Cyo d. It will take the blow of any sword, like any other M-H but there is no comparable size anywhere in the Galaxy.

A flame launcher is mounted inside here, and its fuel tank is located on the right hip. The other co-arm has a super-cutter here.

Standard M-H finger assemblies with pincers for finger tips that are deft enough to turn the pages of a book... well maybe not that deft given their size.

The hand is cleaved and jointed like a human's, and is fully capable of playing "paper stone scissors."

These two fingers have flexible nails used when the co-arms serve as the twin lower traveling lock.

The middle finger suspends the active veil and can bend all the way to the back of the hand.

The Mirage logo mark carved into the armor like on the shoulder and skull. The color is the same as the unpainted armor.

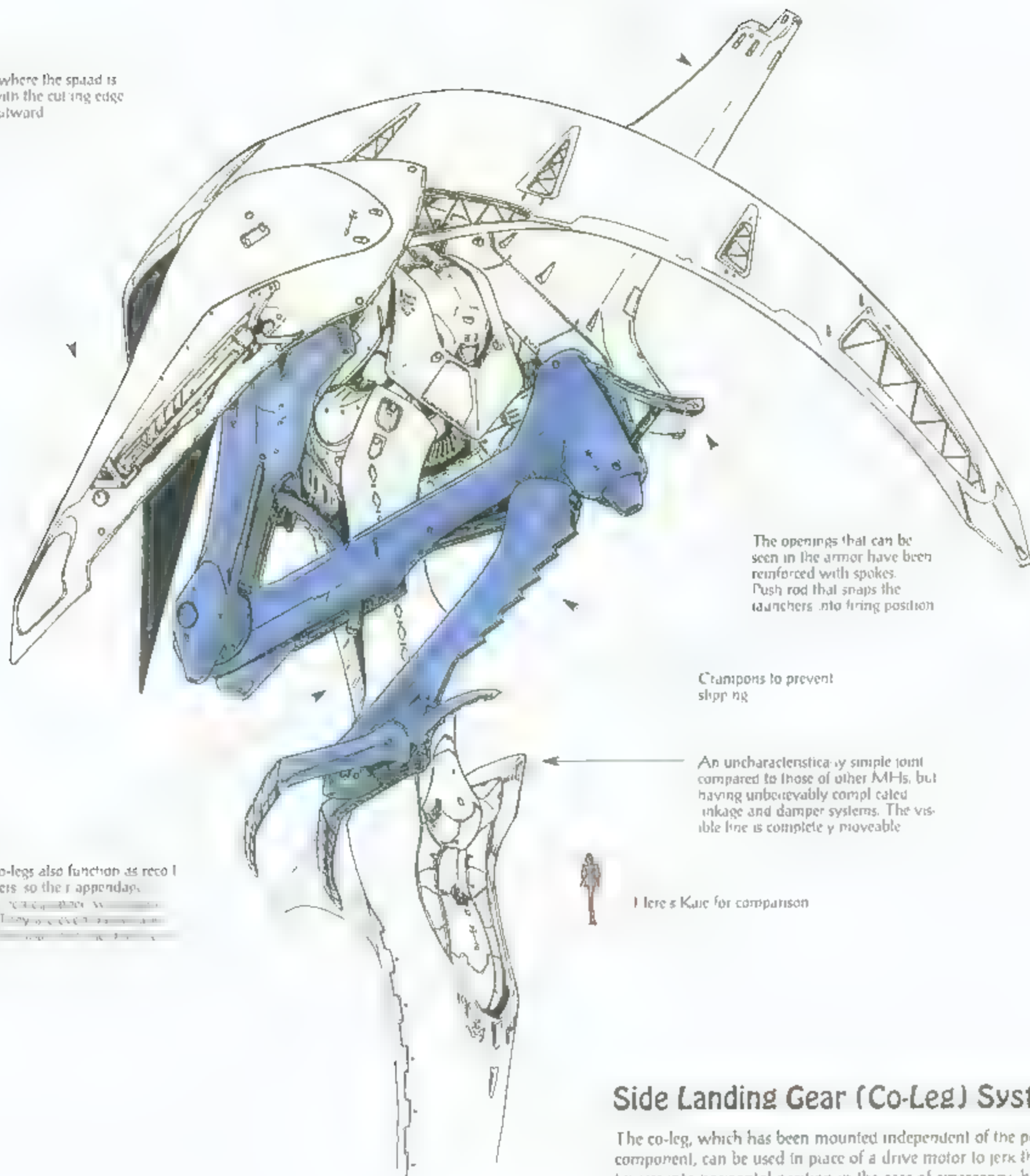


Here's Teela for comparison.

Jagd Mirage

Human size buster rack support mount

Here is where the spada is stored with the cutting edge facing outward



The openings that can be seen in the armor have been reinforced with spokes. Push rod that snaps the launchers into firing position

Crampions to prevent slipping

An uncharacteristically simple joint compared to those of other MHs, but having unbelievably complicated linkage and damper systems. The visible line is completely moveable

Here's Kure for comparison

The co-legs also function as recoil dampers so the appendages

Side Landing Gear (Co-Leg) System

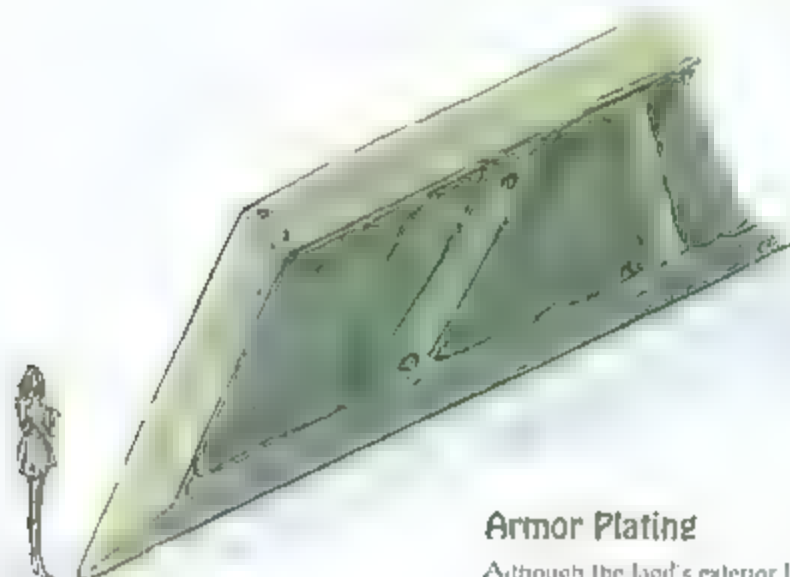
The co-leg, which has been mounted independent of the pelvic component, can be used in place of a drive motor to jerk the twin towers into horizontal position in the case of emergency, but under normal conditions they dig into the ground to stabilize the main body like two-legged canons in ancient times. They act as anti shock dampers and their appendages have rugged suspension systems with guides. The co-arms and legs have exposed frames and have been mounted so that they can be folded halfway inside the main body

Basic Structure

As seen in the illustration on the left, the complete structure has been made as lightweight as technologically possible. The weight below the springs (in front of the motors) has been reduced, and framing has been skeletonized. The four limbs and torso may seem unreliable, but not so, for they can stand both buster launcher recoil and support the MJ-1's 500t

upper body with absolutely no strain or sheathing. The main arm set far away from the shoulder and the wide pelvic structure provides the balance necessary for carrying the twin tower buster unit. The cyclotron engines are mounted at the shoulder sockets in order to supply a smooth, uninterrupted flow of energy to anywhere in the main body and the launchers.

whenever needed. What differs from other MJ-1s is that the armor is not a component of the frame, lending to the Jagd a huge imposing skeletal eeriness. One drawback is that the Jagd could not be made maintenance-free like other MJ-1s.



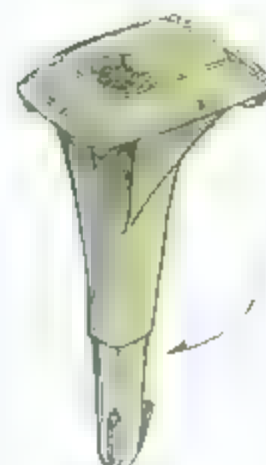
Armor Plating

Although the Jagd's exterior looks thin due to its carved out edges, the armor is actually pretty thick. The armor forms a continuous layer over the whole body.



Armor Cross Section

Both the flaring of the inside of the edges and the carved out surfaces are for the purpose of reducing weight.



Bolt

Specially designed for the Jagd. The tapering and threading of this three-layered fastener (LED Mirage bolts are double layered) are to eliminate vibration when the twin tower busters are mounted. It reminds one of the nails that were used in ancient Japan to erect Buddhist temples.

Armor

Probably the most prominent feature of the Jagd is its skeletonized external armor and its neo-chitin pipe frame. There was no other way but to build the actual frame from scratch, since scale models would have told the builders nothing. It was important that bulk be eliminated from wherever possible and reinforcement be provided by the skeletal design: pipe framing, spokes and overlapping edges, resulting in a lot of gawky sticking out all over. What is noteworthy

here, however, is that the protruding components of the legs from the knee joints to the heels have been completely armored unlike any normal MJ-1, a simple design contrasting with the highly complicated upper body makeup. In particular, armor covers the joints in back of the knees, pure and simple, but does not provide support. This would be the location of the shoulder assembly on any normal MJ-1, the Jagd's potential enemy. Here is proof that the Jagd

was at one time genuinely considered as an anti-MJ-1 trouser. The knee armor was designed to repel attacks from speed (metal sword) wielding MJ-1s, but in real battle it served the exact opposite function. What happened was that this 600mm thick plating worked miracles for punting enemy MJ-1s into the stratosphere or just stepping on and squishing them.

Jagd Mirage

Power System

Left portion is shown with all the auxiliary equipment removed, exposing the main frame.

All the information is stored in the chest cavity, making the skull nothing but a big gyro-compass.

Ezlasers Function

Ezlasers Engine

The skull is supported by two arms pulling out from the jaws.

The shoulder joint is offset, so that it is directly below a buster launcher.

In the midsection, there are no conducting cables or accessory equipment.

Main Leg Axle

Main joint for the compound which may be the most flexible component of the leg.

A flame launcher is inset into the arm assembly on the right, and the drive frame is completely empty.

The pelvic region is different from that of humans in that it is capable of terrifyingly complex movements in response to the buster launcher's vectors of movement.

The MJT's buster and ezlasers energy drains are concentrated in the upper body. In particular, since the main controls are concentrated in the chest area, the exhaust gate that should have been placed in the middle of the back had to be raised to the head and axillar areas. The chain cartridge is located behind the back.



Data

Jazd Mirage L Akd 0020 Green Left "DAMON"

Name: Jazd Mirage ~Hunting Illusion~

Design: Mirage E, Mirage AUSF E1 [L] (Mirage Ausf Fz [R],

Alphabet No.: D-9

Serial No.: Akd 0020 (Ezaser System Akd 0020A, 0020B. Twin power)

Normal Output: Over 3,300,000,000,000 F-IP. Power regeneration when buster launcher is employed

Maximum Output: Not measurable in three dimensional space due to resulting spatial destruction if tested

Height: Without launchers/43.9m. With launchers/201.8m (on Delta Beam Varies + 1m due to suspension adjustments)

Weight: Without launchers/388t (Internal liquids, gas, oil/12.3t) With launchers/789.7t (includes 2 active veils, 2 muzzle reflectors, 3 biral kemas, and 1 auxiliary launcher)

Battle Weight: Without launchers/402t. With launchers/797t + 32t (44 Buster cartridges and 2 Liechtenstein cancer poles)

Main Armor Thickness: Front face/250mm + 320mm Mask/320mm

Shoulders/480mm + Buster skeleton armor/530mm. Front torso/330mm

Thighs/320mm + 480mm

Engine: Ezaser 1051 Output=

Function System: 2 device compressors, 2 function sequencers, 8 function generators, 16 drive motors, 4 source expanders, 4 regenerators, 108 limiter gate samplers, 4 ezaser function rocket motors, and 36 x 16 reverberators

Data Processing Equipment: 1 organic (falima), 2 plasma (Since the falima is concerned with drive control, not information, there are also ordinary electronic computers in operation)

Weaponry

Main Body

- 1 Meteorotek Chrome Speed
- 2 Spaads
- 6 30mm Six Shot Repeating Laser Canons
- 36 20mm Laser Canons
- 2 30mm Eyeball Coaxial Lasers
- 58 180mm Grenade Launchers (including smoke and chaff grenades)
- 4 Air Buster Launchers
- 6 Air Barriers
- 8 Barrier Shield Generators
- 2 B.I. bars
- 2 Meters
- 1 Flame Launcher
- 4 Seismic Vibrators
- 2 Main and 4 Auxiliary Reflectors

The Buster Unit

Main Launchers: 2 200mm Polygonal Barrel System Buster Launchers EB-501

Auxiliary Launcher: 1 600mm Polygonal Barrel System Buster Launcher BR "

Other Weaponry: 1 30mm Close Range Biral Kema Laser Magazine System

2 30mm Anti-Aircraft Biral-Kema Laser Magazine Systems

6 Ballistic Course Adjustment Main Battery Laser Guide

2 Main Active Veils for each Co-Arm

1 Laser Reflector

2 30mm Laser Canons

1 Anti-MI 1 Mice

5 120mm Homing Devices

Accessories

6 Bodyguard Robot "Ejectors"

1 Rouge Mirage (MIRAGE "A")

1 Support LED Mirage (MIRAGE "B")

1 LED Mirage (MIRAGE "B")

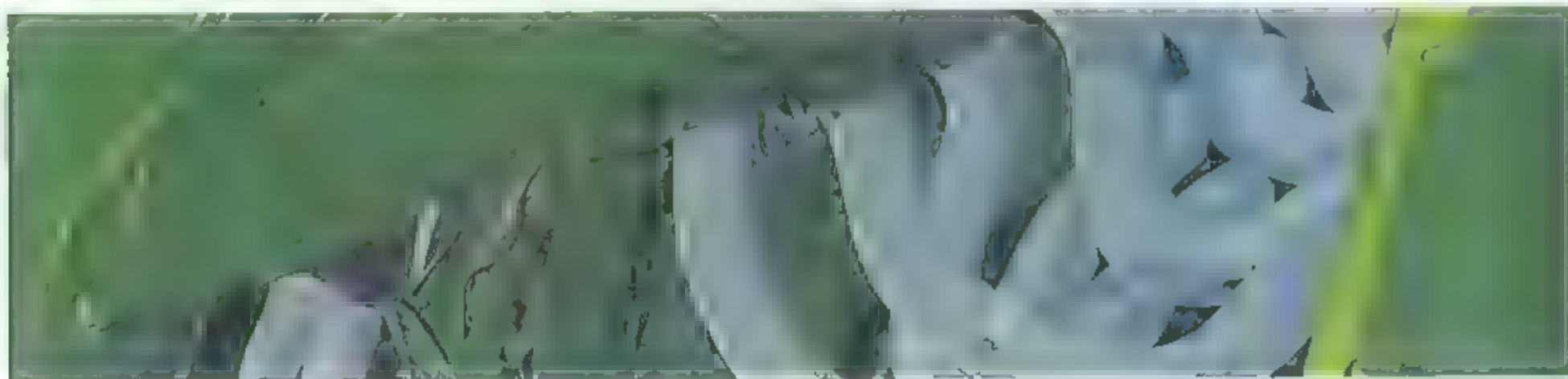
Jagd Mirage

Overview

Two E-Model, or Jagd, Mirages were built. The main body of the [L]-Jagd Mirage was assembled in J.C. 2998. The buster launchers were added only after J.C. 3000. Leaving the Orange Right, or [R]-Dragon for later, the following pages will describe the [L]-Demon Jagd, except for its operating system, artillery development, and its support machines, the Rouge Mirage and Support LED-B1. The instructions out-

lined here are based on Version 1, which is basically the same as the Oranges, which evolved up to Version 7. The Jagd Mirage first appeared on the battlefield fully armed in J.C. 3159, when Amaterasu suddenly launched a military attack on the Trun Republic of the neighboring planet of Addier. Also, after the construction of The Will, maintenance of the Jagd was transferred there from the Floating

Temple, making outer space its permanent home. The [L] was badly damaged in the war for Juno in 3959 but we know nothing more about it from the time of its recovery. The names of the headliners and fatimas who piloted this gargantuan have not been divulged. The production cost of one model was in the area of 850 trillion dollars, and it cost another 450 trillion to prepare it for battle readiness.

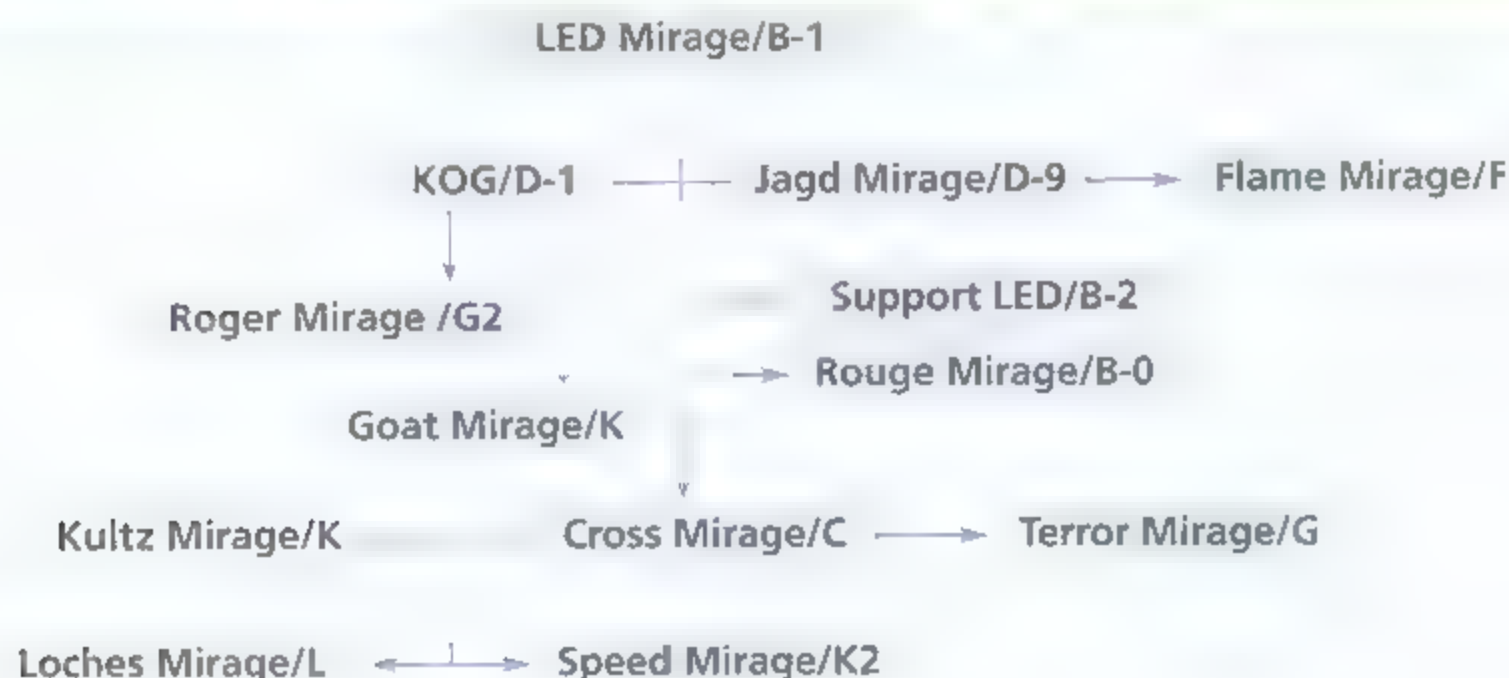
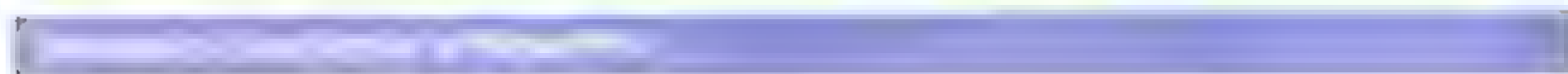


Design

The design, which is thought to have been conceived during the decade of the 2900s, was of Amaterasu's doing under complete secrecy. He did his work in a private room under strict security, but the plans must have been seen by his confidants, fatimas, Aisha Codante, etc., and by of course the cleaning lady. Before being input into a computer, the orange juice and coffee-stained hand-written blueprints were mistakenly thrown out a number of times by the cleaning lady and stepped and doodled on by Aisha, who was still in junior high school at the time. As a matter of fact, anyone in the Floating Temple could have come upon them and gotten a look, but strangely enough, or just by dumb luck, no one remembers seeing them as what they really were. It seems that Amaterasu did not show them to anyone out of embarrassment over the such graffiti as "I love Lattos

Sopp!" and "The Galaxy's most powerful mortar headd," scribbled on them. When later asked by Lie Ex about one particular stain, Amaterasu told her that it was from the time when Lie was literally a snot-nosed kid. Amaterasu did everything himself from the design to the final assembly, except when it came to the control system. There, he relied heavily on the talents of Chrome Ballanche. Also, the balance simulations for such aspects as the weapons system were conducted by Lie Ex over a ten-year period. It was the [E], the fifth attempt, that was first given the Mirage form, but as we can tell from the alphabet number D-9, the Jagd was in the same line as the Knight of Gold. Despite such a surprising genealogy, in terms of the design history, the LED Mirage came first, and at that stage the D-model KOC was not yet the Knight of Gold (since this was before Lachesis

asked for it) but had been designed as a special version for the Emperor's personal use. The KOC was at that time a surveillance-use mortar headd. There seems to be no doubt that the Jagd inherited the concept of a weapons system with buster launchers but no shield from the KOC... at least that's what I think. The Jagd's 43 meter height was conceived from what the necessary dimensions would be to mount two full size buster launchers on a Mirage-type MFI. The B-2 Support LED was later to be produced to assist the Jagd, but it was still not ready when the Jagd was deployed, so the B-0 model Rouge Mirage, which had been designed as a heavy duty MFI, was pressed into service as a mortar headd specially assigned to support the Jagd. (After all, the LED Mirage had already developed into a heavy duty MFI at that time.)





Jagd Mirage

The Jagd Mirage represents the pinnacle of technological achievement among the mortar headd of the Amaterasu Kingdom Demesnes' Mirage model series. It towers above the other models and every mortar headd in the history of the Galaxy, standing 200 meters high (43 meters without the buster launchers) and weighing 800 tons. The era of the Machine Mess, before the appearance of the mortar headd, was when such an enormous battle wagon was first conceived, and at that time there were many designs and variations, including a 40-meter high robot and a self-propelled buster launcher.

However, with the further development of such weaponry and progress in areas of headdliner resources and strategic systems, such gigantic war machines died out, making way for an evolution into 14-meter, 120-ton class mortar headds that functioned like human warriors. Despite the ezlaser system that produces and circulates astronomic quantities of power to operate the Jagd Mirage, which is three times larger than the normal MH, features such as its weight, alignment system, moment vector of its limbs, motors, and armor strength are no better than models of the 14-meter class MH. However, the control system for the Jagd's buster launcher is extremely sophisticated, and would no doubt give any fatima fits trying to operate it.

It is no wonder that all the intellectuals, scientists and political leaders of the Galaxy have renounced its existence. It is said that volunteering to pilot it would be the same as volunteering for a suicide mission.

Strategically speaking, its conspicuous size would telegraph from miles away not only its imminent approach but also that of its ground divisions, depriving it of any element

of surprise, and it can easily be disabled by merely cutting out its tail legs from under. While all of this is true, the Jagd's full size buster launcher is capable of reducing whole battlefields, regardless of enemy or ally, to ashes, so even if its enormous body were targeted specifically, no enemy MH-I could get close enough to destroy it.

For these reasons the Jagd Mirage should have been valued as no more than a museum piece... that is, until J.C. 3159.

"I produced the Jagd Mirage not as a battle weapon, but as a destroying craft for the purpose of conquering the whole Galaxy."

With greater speed and power than 14-meter class MH-I's, the Jagd shakes the ground as it charges at ultra-speed flailing its sonic blade, reducing everything around it to fine dust particles, culling MH-I's that happen to get in its way in two at 30 meters distance, its full buster launcher opening 500 diameter craters in the earth, all while reconnoitering everything in range of its ferocious eyes.

The Galaxy became fully aware of Amaterasu's real intentions after the Jagd destroyed the planet of Kallamity, reducing cities and their residents to sub-atomic particles, sinking islands into the sea, and blowing mountain ranges away.

"Our war is no game. Go and smash your targets to bits like the beasts of antiquity. Everything I don't desire: land, people, culture, nature! Our war follows only the crucifix of blood." "Under Amaterasu's power! Deliver its timbre, the sounds of raging fire and blood curdling screams."

JAROD MIRAGE



The Five Star Stories VIII



Mamoru Nagano is a storyteller, whose narrative style arose strangely enough from his background in the design of character and robot animation for television. The unique characters and mechanical devices that flow out of Mamoru's pen are always in line with the latest mode, which is why they always hit the market in such sensational fashion. His peculiar touch with the pen stems technically from a blend of traditional Japanese ink brush techniques and whatever is happening on the graphic art scene at any particular time, while compositionally his work stems from various fetishistic tendencies. The following is a chronological account of Mamoru's career.

Artist, comic writer, musician, designer, and Macintosh recluse, Mamoru Nagano was born in the city of Maizuru, Kyoto Prefecture in January 1960. In 1984 he made his animation debut as the character designer of the TV cartoon *Heavy Metal L-Gaim*. His first comic, *Fool for the City*, was published in *Newtype* magazine in 1985, followed by *Five Star Stories* serial, which began in 1986. Five stories were completed by 2000, then in spring 2001, Story #6 was begun. *FSS* was first published in paperback by Kadokawa, which released 11 volumes with a total sales of 7 million copies, marking it as a popular long seller among Japanese comic fans. The author's latest work is another animated serial entitled *Brain-Powered*. Much of his work is under copyright of and being published by his own company, TOYSPRESS, Inc.

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A Vast Tale Promising to Straddle the Centuries

Five Star Stories Vols. XI-XII

After a flashback to the time when Ladios Sopp and Chrome Ballanche first met and their encounter with swordsman sage Dimos Hiahraki, the stories turned to the Kingdom of Taika, doomed to war and tragedy for thousands of years in another universe, but promised by Amaterasu that he would send his daughter to end the violence. Colus Dis Vice then made a brief appearance, before we were swept off to Delta Belun and Amaterasu's woes concerning his mother, who also paid a visit to Lachesis. Volume XI then ended with Sopp and Ballanche at their last meeting before the good doctor's death. Back to Kastenpo on the planet Both, Iler the Bishop isn't satisfied with the twenty-eight previous opportunities to experiment in military mayhem. Looking for one of the Galaxy's Big Three to "test", he has the ninja spy kidnap Aisha Codante's falima to

lure Mirage Knight #2 into the battlefield. Kilbarcan's Cardinal Muse van Reyback decides to shed his holier-than-thou attitude and bring the Bang Doll. As for the attempt by Iler's monitoring station to escape with newly discovered mortar headd data, a royally P.O.'d Thunder Dragon puts on a spectacular aerial demonstration in a statement to the Galaxy that nobody is to use the unrestricted, lawless region of Kastenpo as a weapons testing ground ever again.



Five Star Stories Vols. XIII-XIV

The Emperor of Delta Belun decides to take a leave of absence to visit Kastenpo on the planet Both. On the bus ride, Sopp hears the well-known folktale of the "Water Dragon," in which a young princess gives up her most treasured possession to save her kingdom from an army of devils. Then the bus is attacked by a secret mission led by Diver Di-Barrow in search of the dying LED Dragon, and Sopp is mortally wounded. Meanwhile, back in Delta Belun at the Floating Temple, its commander-in-chief's departure has thrown the Palace into confusion, with headdliners and diver's running amok and safety barriers of all kinds breaking apart. However, Lachesis, with a little help from Dougulus Kaien and the Golden

Dragon, proves to all her ability to rule in Amaterasu's absence. Lachesis concludes the cause of the uproar to be some physical disruption at Amaterasu's end. So she sends the only available headdliner, Joker knight par excellence Schaft at the helm of the virgin Jagd Mirage with even nuttier Pallenon in the falima cockpit, to Kastenpo for to check it out.



Five Star Stories Vols. XV-XVII

We open with Sopp trying to figure out a name for the dragon nymph that revitalized everything but his Amaterasu super powers. And they're spotted by Di-Barrow's troops. While Sopp is recuperating in Atropos' hideout, he dreams of his first years of infancy and how he recovered from the comatose state he was born into. Meanwhile, Barrow's search and destroy mission is joined by the Pied Piper mercenaries, as Allen Braford is dispatched to scout the whereabouts of the three targets. Braford wins the battle with Atropos brilliantly, despite a dysfunctional Kyo and the awesome power of the Auge. Atropos decides to abandon the hideout, taking Sopp and Suzhou to safety in a nearby marsh, as Lonn approaches with the Schpellor, courtesy of Kaien, and a full corps of AKD infantry regulars. Aisha Codante is also on the move in the effort to rescue Sopp. Lonn's

AKD rescue mission arrives to the surprise of the Barrow camp, which hasn't a clue that it was Sopp (Amaterasu) whom Braford shot to death and who now is miraculously with the nymph and some mysterious "headdliner." A limited ground war ensues under an AKD decision not to deploy its mortar headd until they can locate Sopp. The unsuspecting Barrow camp is again perplexed by the tactic, but answers the challenge in kind. What follows is fun and games in the AKD trenches.



Warning:

Those readers who cannot for reasons physical, psychological or otherwise endure reading comics from right to left should seriously consider not purchasing this book and return it to the shelf.

The Five Star Stories[®] VIII



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